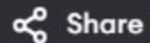




main.py



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Run

Output

Clear



JS



```
1 def max_colored_regions(edges, n, k):
2     adj = [[] for _ in range(n)]
3     for u, v in edges: adj[u].append(v); adj[v].append(u)
4     colors = [-1] * n
5     max_colored = 0
6     def backtrack(index, count):
7         nonlocal max_colored
8         if index == n:
9             max_colored = max(max_colored, count)
10            return
11        for color in range(k):
12            if all(colors[neighbor] != color for neighbor in
13                  adj[index]):
14                colors[index] = color
15                backtrack(index + 1, count + 1)
16                colors[index] = -1
17        backtrack(index + 1, count)
18    backtrack(0, 0)
19    return max_colored
19 print(max_colored_regions([(0,1),(1,2),(2,3),(3,0),(0,2)],4,3))
```

4

=== Code Execution Successful ===



main.py



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Output

Clear



JS

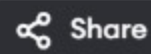
```
1 A = [1, 2, 3]
2 A.sort()
3 subsets = [[]]
4 for num in A:
5     subsets += [curr + [num] for curr in subsets]
6 print(subsets)
```

```
[[], [1], [2], [1, 2], [3], [1, 3], [2, 3], [1, 2, 3]]
```

```
=== Code Execution Successful ===
```



main.py



Run

Output

Clear

```
1 words1 = ["amazon", "apple", "facebook", "google", "leetcode"]
2 words2 = ["e", "o"]
3 needed = {}
4 for word in words2:
5     for char in word:
6         needed[char] = needed.get(char, 0) + 1
7 universal = []
8 for word in words1:
9     count = {}
10    for char in word:
11        count[char] = count.get(char, 0) + 1
12    if all(count.get(char, 0) >= needed[char] for char in needed):
13        universal.append(word)
14 print("Universal strings:", universal)
15
```

Universal strings: ['facebook', 'google', 'leetcode']

=== Code Execution Successful ===



JS



main.py



Run

Output

Clear

```
1 edges = [(0, 1), (1, 2), (2, 3), (3, 0), (0, 2), (2, 4), (4, 0)]
2 n = 5
3 adj = [[] for _ in range(n)]
4 for u, v in edges: adj[u].append(v); adj[v].append(u)
5 visited = [False] * n
6 visited[0] = True
7 stack = [(0, 1)]
8 found = False
9 while stack:
10     v, count = stack.pop()
11     if count == n and 0 in adj[v]:
12         found = True
13         break
14     for neighbor in adj[v]:
15         if not visited[neighbor]:
16             visited[neighbor] = True
17             stack.append((neighbor, count + 1))
18             visited[neighbor] = False
19 print(found)
```

True

=== Code Execution Successful ===



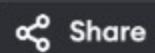
JS





JS

main.py



Run

Output

Clear

```
1 E = [2, 3, 4, 5]
2 x = 3
3 subsets_with_x = [[]]
4 for num in E:
5     subsets_with_x += [curr + [num] for curr in subsets_with_x if
6                         x in curr or curr == []]
7 subsets_with_x = [s for s in subsets_with_x if x in s]
8 print("Subsets containing", x, ":", subsets_with_x)
9
10 nums = [1, 2, 3]
11 power_set = [[]]
12 for num in nums:
13     power_set += [curr + [num] for curr in power_set]
```

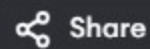
Subsets containing 3 : [[3], [3, 4], [3, 5], [3, 4, 5]]

Power set of [1, 2, 3] : [[], [1], [2], [1, 2], [3], [1, 3], [2, 3], [1, 2, 3]]

=== Code Execution Successful ===



main.py



Run

Output

Clear

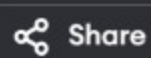
```
1 edges,n = [(0,1), (1, 2), (2, 3), (3, 0), (0, 2)], 4
2 adj = [[] for _ in range(n)]
3 for u, v in edges:
4     adj[u].append(v)
5     adj[v].append(u)
6 visited = [False] * n
7 visited[0] = True
8 stack = [(0, 1)]
9 found = False
10 while stack:
11     v, count = stack.pop()
12     if count == n and 0 in adj[v]:
13         found = True
14         break
15     for neighbor in adj[v]:
16         if not visited[neighbor]:
17             visited[neighbor] = True
18             stack.append((neighbor, count + 1))
19             visited[neighbor] = False
20 print(found)
```

True

=== Code Execution Successful ===



main.py



Share

Run

Output

Clear

```
1 def graph_coloring(edges, n):
2     adj = [[] for _ in range(n)]
3     for u, v in edges:
4         adj[u].append(v)
5         adj[v].append(u)
6     colors = [-1] * n
7     for node in range(n):
8         if colors[node] == -1:
9             available = [True] * n
10            for neighbor in adj[node]:
11                if colors[neighbor] != -1:
12                    available[colors[neighbor]] = False
13            colors[node] = next(c for c in range(n) if
                               available[c])
14    return max(colors) + 1, colors
15 edges = [(0, 1), (1, 2), (2, 3), (3, 0), (0, 2)]
16 n = 4
17 num_colors, coloring = graph_coloring(edges, n)
18 print(num_colors, coloring)
```

3 [0, 1, 2, 1]

=== Code Execution Successful ===