

## Write a c code to implement dijkstras algorithm

```
#include <stdbool.h>

#include <stdio.h>

#define MAX 999

int V;

int parents[50], noParent=-1;

int minDistance(int dist[], bool picked[])
{
    int min = MAX, min_index;

    for (int v = 0; v < V; v++)
        if (picked[v] == false && dist[v] <= min)
            min = dist[v], min_index = v;

    return min_index;
}

void printPath(int vertex,int parents[V])
{
    if (vertex == noParent) {
        return;
    }

    printPath(parents[vertex], parents);
    printf("%d ",vertex);
}

void printSolution(int dist[])
{
    printf("\nVertex \t\t Distance from source\t\tPath\n");
    for (int i = 0; i < V; i++){
```

```

        printf(" %d \t\t\t %d \t\t\t", i, dist[i]);

        printPath(i,parents);

        printf("\n");

    }

}

```

```

void dijkstra(int graph[V][V], int src)
{
    int dist[V];

    bool picked[V];

    for (int i = 0; i < V; i++)
        dist[i] = MAX, picked[i] = false;

    dist[src] = 0;
    parents[0]=noParent;

    for (int count = 0; count < V - 1; count++) {
        int u = minDistance(dist, picked);

        picked[u] = true;

        for (int v = 0; v < V; v++){
            if (!picked[v] && graph[u][v]
                && dist[u] != MAX
                && dist[u] + graph[u][v] < dist[v]){
                dist[v] = dist[u] + graph[u][v];
                parents[v]=u;
            }
        }
    }
}

```

```

    }

    printSolution(dist);
}

int main()
{
    printf("Enter the number of vertices\n");
    scanf("%d",&V);

    int graph[V][V],j;

    printf("Enter the matrix\n");
    for(int i=0;i<V;i++){
        for(j=0;j<V;j++){
            scanf("%d",&graph[i][j]);
        }
    }

    dijkstra(graph, 0);

    return 0;
}

```

```

C:\Users\lenovo\Desktop\ADA\dijkstra.exe
Enter the number of vertices
6
Enter the matrix
0 25 35 99 100 99
99 0 27 14 99 99
99 99 0 299 99 99
99 99 99 0 99 21
99 99 50 99 0 99
99 99 99 99 48 0

Vertex      Distance from source      Path
0           0                  0
1           25                 0 1
2           35                 0 2
3           39                 0 1 3
4          100                 0 4
5           60                 0 1 3 5

Process returned 0 (0x0)   execution time : 42.781 s
Press any key to continue.

```

## Write a c code to for N-Queens problem

```
#include <stdio.h>

#define MAX 10

int x[MAX];

int place(int k) {
    int i;
    for (i = 1; i < k; i++) {
        if (x[i] == x[k] || i - x[i] == k - x[k] || i + x[i] == k + x[k]) {
            return 0;
        }
    }
    return 1;
}

void write(int n) {
    for (int i = 1; i <= n; i++) {
        for (int j = 1; j <= n; j++) {
            if (j == x[i])
                printf("Q%d\t", i);
            else
                printf("-\t");
        }
        printf("\n");
    }
    printf("\n\n");
}

void nqueens(int n) {
```

```

int k = 1;
x[k] = 0;

while (k != 0) {
    x[k] = x[k] + 1;

    while (x[k] <= n && !place(k)) {
        x[k] = x[k] + 1;
    }

    if (x[k] <= n) {
        if (k == n) {
            write(n);
        } else {
            k = k + 1;
            x[k] = 0;
        }
    } else {
        k = k - 1;
    }
}
}


```

```

int main() {
    int n;
    printf("Enter the value of N: ");
    scanf("%d", &n);
    nqueens(n);
    return 0;
}

```

}

 C:\Users\lenovo\Desktop\ADA\N-Queens.exe

Enter the value of N: 4

```
-      Q1      -      -  
-      -      -      Q2  
Q3      -      -      -  
-      -      Q4      -
```

```
-      -      Q1      -  
Q2      -      -      -  
-      -      -      Q3  
-      Q4      -      -
```

Process returned 0 (0x0)    execution time : 1.543 s  
Press any key to continue.



Write a c-code to implement Dijkstra's Algorithm.

```
#include <stdio.h>
```

```
#include <conio.h>
```

```
#define infinity 9999
```

```
#define Max 10
```

```
void dijkstra(int G[Max][Max], int n, int startnode);
```

```
int main()
```

```
{
```

```
int G[Max][Max], i, j, n, u;
```

```
printf("Enter no. of vertices ");
```

```
scanf("%d", &n);
```

```
printf("Enter the adjacency matrix: \n");
```

```
for (i = 0; i < n; i++)
```

```
for (j = 0; j < n; j++)
```

```
scanf("%d", &G[i][j]);
```

```
printf("\nEnter the starting node: ");
```

```
scanf("%d", &u);
```

```
dijkstra(G, n, u);
```

```
return 0;
```

```
}
```

```
void dijkstra(int G[Max][Max], int n, int startnode)
```

```
{
```

```
int cost[Max][Max], distance[Max], pred[Max];
```

```
int visited[Max], count, mindistance, nextnode, i, j;
```

```
for (i = 0; i < n; i++)
```

```
for (j = 0; j < n; j++)
```

```
if (G[i][j] == 0)
```

```
cost[i][j] = infinity;
```

```
else
```

```
cost[i][j] = G[i][j];
```

```
for (i = 0; i < n; i++)
```

```
{
```

```
distance[i] = cost[startnode][i];
```





```

Pred[i] = start node;
visited[i] = 0;
}
distance[start node] = 0;
visited[start node] = 1;
count = 1;
while (count < n-1)
{
    mindistance = infinity;
    for (i = 0; i < n; i++)
        if (distance[i] < mindistance && !visited[i])
        {
            mindistance = distance[i];
            next node = i;
        }
    visited[next node] = 1;
    for (i = 0; i < n; i++)
        if (!visited[i])
            if (mindistance + cost[next node][i] < distance[i])
            {
                distance[i] = mindistance + cost[next node][i];
                pred[i] = next node;
            }
    count++;
}
for (i = 0; i < n; i++)
    if (i != start node)
    {
        printf("\n Distance of node %d = %d", i, distance[i]);
        printf("\n Path = %d", i);
        j = i;
        do
        {
            j = pred[j];
            printf("%d ", j);
        } while (j != start node);
        printf("\n");
    }
}

```



Output.

Enter no. of vertices : 6

Enter the adjacency matrix.

0 25 35 99 100 99

99 0 27 14 99 99

99 99 0 29 99 99

99 99 99 0 99 21

99 99 50 99 0 99

99 99 99 99 48 0

Enter the starting node: 0

Distance of node 1 = 25

Path = 1 ← 0

Distance of node 2 = 35

Path = 2 ← 0

Distance of node 3 = 39

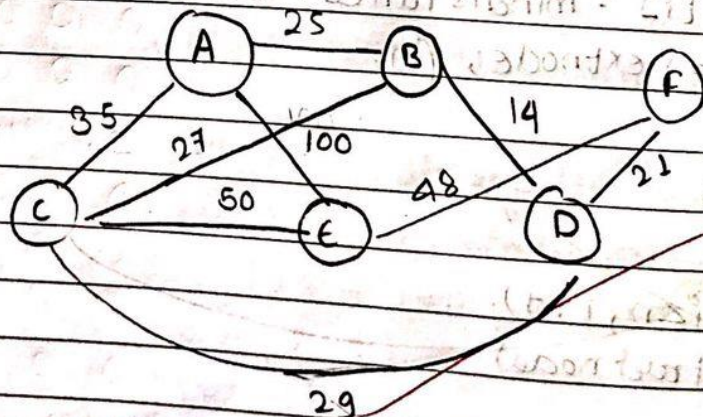
Path = 3 ← 1 ← 0

Distance of node 4 = 100

Path = 4 ← 0

Distance of node 5 = 60

Path = 5 ← 3 ← 1 ← 0.





write a c-code to implement N-queens.

```
#include <stdio.h>
```

```
#include <math.h>
```

```
int n[20];
```

```
int count = 0;
```

```
int place (int k, int i) {
```

```
    for (int j = 1; j <= k-1; j++) {
```

```
        if (n[j] == 1 || abs(n[j] - i) == abs(j - k)) {
```

```
            return 0;
```

```
        }
```

```
    }
```

```
    return 1;
```

```
}
```

```
void nqueens (int k, int n) {
```

```
    for (int i = 1; i <= n; i++) {
```

```
        if (place (k, i)) {
```

```
            n[k] = i;
```

```
            if (k == n) {
```

```
                count ++;
```

```
                printf ("Solution %d: \n", count);
```

```
                for (int j = 1; j <= n; j++) {
```

```
                    for (int l = 1; l <= n; l++) {
```

```
                        printf ("Q");
```

```
                    }
```

```
                }
```

```
                printf ("\n");
```

```
            }
```

```
        }
```

```
    }
```

```
    }
```

```
    printf ("\n");
```

```
    }
```

```
    nqueens (k+1, n);
```

```
}
```

```
}
```

```

int main() {
    int n;
    printf("Enter the no. of queens: ");
    scanf("%d", &n);
    if (n <= 0) {
        printf("Invalid input\n");
        return 1;
    }
    nqueens(1, n);
    if (count == 0) {
        printf("No solutions found for %d queens.\n", n);
    } else {
        printf("Total solutions: %d\n", count);
    }
    return 0;
}

```

output

Enter the number of queens: 4

solution 1:

```

0 0 0 0
0 0 0 0
0 0 0 0
0 0 0 0

```

solution 2

```

0 0 0 0
0 0 0 0
0 0 0 0
0 0 0 0

```

Total solutions: 2.

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