

## Daa Practical 8

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Aim: Implement Graph Colouring algorithm using the Graph colouring concept.

Code:

```
public class GraphColoring {  
    final int V = 5;  
    void graphColoring(int[][] graph) {  
        int[] result = new int[V];  
        result[0] = 0;  
        for (int i = 1; i < V; i++)  
            result[i] = -1;  
        boolean[] available = new boolean[V];  
        for (int u = 1; u < V; u++) {  
            for (int i = 0; i < V; i++)  
                if (graph[u][i] == 1 && result[i] != -1)  
                    available[result[i]] = true;  
            int cr;  
            for (cr = 0; cr < V; cr++)  
                if (!available[cr])  
                    break;  
            result[u] = cr;  
            for (int i = 0; i < V; i++)  
                available[i] = false;  
        }  
        for (int u = 0; u < V; u++)  
            System.out.println("Vertex " + u + " ---> Color " + result[u]);  
    }  
    public static void main(String[] args) {  
        GraphColoring g = new GraphColoring();  
        int[][] graph = {
```

```

        {0, 1, 1, 1, 0},
        {1, 0, 1, 0, 0},
        {1, 1, 0, 1, 1},
        {1, 0, 1, 0, 1},
        {0, 0, 1, 1, 0}
    };

    g.graphColoring(graph);
}
}

```

Output:

Vertex 0 ---> Color 0

Vertex 1 ---> Color 1

Vertex 2 ---> Color 2

Vertex 3 ---> Color 1

Vertex 4 ---> Color 0

=== Code Execution Successful ===

Leetcode Submission-

**1042. Flower Planting With No Adjacent**

**Medium** | Topics: Graphs, Array, Depth-First Search, Breadth-First Search

You have  $n$  gardens, labeled from 1 to  $n$ , and an array `paths` where `paths[i] = [xi, yi]` describes a bidirectional path between garden  $x_i$  to garden  $y_i$ . In each garden, you want to plant one of 4 types of flowers.

All gardens have at most 3 paths coming into or leaving it.

Your task is to choose a flower type for each garden such that, for any two gardens connected by a path, they have different types of flowers.

Return **any** such a choice as an array `answer`, where `answer[i]` is the type of flower planted in the  $(i+1)$ th garden. The flower types are denoted 1, 2, 3, or 4. It is guaranteed an answer exists.

**Example 1:**

**Input:** `n = 3, paths = [[1,2],[2,3],[3,1]]`  
**Output:** `[1,2,3]`  
**Explanation:**  
 Gardens 1 and 2 have different types.  
 Gardens 2 and 3 have different types.  
 Gardens 3 and 1 have different types.  
 Hence, `[1,2,3]` is a valid answer. Other valid answers include `[1,2,4]`, `[1,4,2]`, and `[3,2,1]`.

```

class Solution {
    public int[] gardenNoAdj(int n, int[][] paths) {
        List<Integer>[] adj = new ArrayList[n];
        for (int i = 0; i < n; i++) {
            adj[i] = new ArrayList<>();
        }
        for (int[] path : paths) {
            int x = path[0] - 1;
            int y = path[1] - 1;
            adj[x].add(y);
            adj[y].add(x);
        }
        int[] flowers = new int[n];
        for (int garden = 0; garden < n; garden++) {
            boolean[] used = new boolean[5];
            for (int neighbor : adj[garden]) {
                if (flowers[neighbor] != 0) {
                    used[flowers[neighbor]] = true;
                }
            }
            for (int flower = 1; flower <= 4; flower++) {
                if (!used[flower]) {
                    flowers[garden] = flower;
                    break;
                }
            }
        }
        return flowers;
    }
}

```

**Accepted** 51 / 51 testcases passed  
 24wagheyay submitted at Oct 27, 2025 14:42

**Runtime:** 13 ms | Beat: 70.22%  
**Memory:** 50.94 MB | Beat: 83.27%