

## Daa Practical 8

Dipansh Tiwari

### A4\_B3\_35

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-

The screenshot shows a Leetcode submission for problem 1042. The code is implemented in Java and is accepted. The runtime is 13 ms (beats 70.22%) and the memory usage is 50.94 MB (beats 83.27%). The code uses an adjacency list to represent the graph and a greedy algorithm to assign flower types. The submission includes a detailed problem description, example 1, and test cases.

```

1 class Solution {
2     public int[] gardenNoAdj(int n, int[][] paths) {
3         List<Integer>[] adj = new ArrayList[n];
4         for (int i = 0; i < n; i++) {
5             adj[i] = new ArrayList<>();
6         }
7         for (int[] path : paths) {
8             int x = path[0] - 1;
9             int y = path[1] - 1;
10            adj[x].add(y);
11            adj[y].add(x);
12        }
13        int[] flowers = new int[n];
14        for (int garden = 0; garden < n; garden++) {
15            boolean[] used = new boolean[5];
16            for (int neighbor : adj[garden]) {
17                if (flowers[neighbor] != 0) {
18                    used[flowers[neighbor]] = true;
19                }
20            }
21            for (int flower = 1; flower <= 4; flower++) {
22                if (!used[flower]) {
23                    flowers[garden] = flower;
24                    break;
25                }
26            }
27        }
28        return flowers;
29    }
30 }

```