

```

bool solveNQ() {
    int board[N][N] = {0};

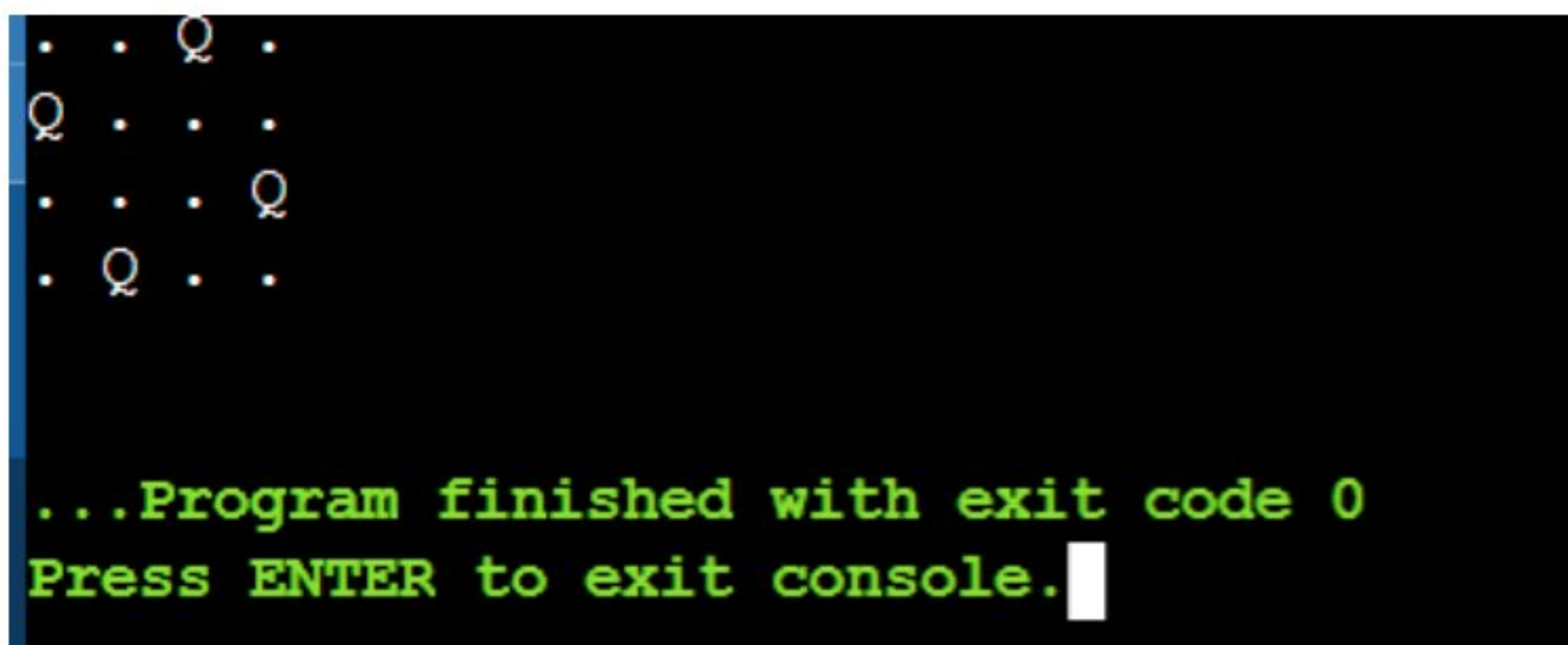
    if (!solveNQUtil(board, 0)) {
        printf("Solution does not exist\n");
        return false;
    }

    printSolution(board);
    return true;
}

int main() {
    solveNQ();
    return 0;
}

```

Output:



```

. . Q .
Q . . .
. . . Q
. Q . .

...Program finished with exit code 0
Press ENTER to exit console.

```

7b) Use Backtracking strategy to solve 0/1 Knapsack problem.

```

#include <stdio.h>

// Structure to represent an item
struct Item {
    int value;
    int weight;
}

```