Code:

```
import random
from array import array
board =
neighbour =
[0,0,0,0,0,0,0,0], [0,0,0,0,0,0,0,0], [0,0,0,0,0,0,0,0]
queens = [0,0,0,0,0,0,0,0]
def collision_count(column,row):
  coll = 0
  for j in range(8):
     if j == row:
        continue
     if board[column][j] == 1:
        coll += 1
  while (column < 7 and row < 7):
     row += 1
     column +=1
     if board[column][row] == 1:
        coll += 1
  while(column > 0 and row > 0):
     row = 1
     column -=1
     if board[column][row] == 1:
        coll += 1
  while(column > 0 and row < 7):
     row += 1
     column -=1
     if board[column][row] == 1:
        coll += 1
```

```
while(column < 7 and row > 0):
        row = 1
        column +=1
        if board[column][row] == 1:
            coll += 1
    return coll
def totalcoll():
    totcoll = 0
    for i in range(8):
       totcoll += collision_count(i,queens[i])
    return totcoll
while True:
 for i in range(8):
     queens[i] = random.randrange(0,8)
     board[i][queens[i]] = 1
 totalcollision = totalcoll()
 while True:
 for i in range(8):
     oldqueen = queens[i]
     for i in range(8):
         queens[i] = j
         neighbour[i][j] = totalcoll()
     queens[i] = oldqueen
  min = neighbour[0][0]
 minqueencol = 0
 minqueenrow = 0
 for i in range(8):
      for j in range(8):
          if(neighbour[i][j]<min):</pre>
              min = neighbour[i][j]
```

```
minqueenrow = j
minqueencol = i

if min<totalcollision:
   totalcollision = min
   queens[minqueencol] = minqueenrow
else:
   break

if totalcollision == 0:
   break

print("a")

for i in range(8):
   print(board[i][j])</pre>
```

Output: