

**EXP NO: 04**

**DATE:**

## **CONSTRAINT SATISFACTION PROBLEM**

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**AIM:**

To solve the map coloring problem .

**CODE:**

```
class Territory:
    def __init__(self, name, neighbors, color=None):
        self.name = name
        self.neighbors = neighbors
        self.color = color

map = {
    "A1": Territory("A1", ["A2", "H"]),
    "A2": Territory("A2", ["A3", "H", "A1"]),
    "A3": Territory("A3", ["A4", "H", "A2"]),
    "A4": Territory("A4", ["H", "A3"]),
    "H": Territory("H", ["T", "A1", "A2", "A3", "A4"]),
    "T": Territory("T", ["F1", "F2"]),
    "F1": Territory("F1", ["T"]),
    "F2": Territory("F2", ["T"])
}
m=3

def checkneighbors(x, c):
    node=map[list(map.keys())[x]]
    for i in node.neighbors:
        r=list(map.keys()).index(i)
        if color[r] == c:
            return False
    return True

visited = set()
res = []

color=[0]*len(map)

def solve(start,color,v):
    if len(map)==v:
        print(color)
        return
    elif len(visited)>len(map):
        print("Problem can't be solved")
        return
```

```
for c in range(1,start+1):
    if checkneighbors(v, c) :
        color[v]=c
        solve(start, color, v+1)
        color[v]=0

solve(m,color,0)
```

### OUTPUT:

```
PS E:\7th sem\ai\csp> PYTHON INDEX.PY
[1, 2, 1, 2, 3, 1, 2, 2]
[1, 2, 1, 2, 3, 1, 2, 3]
[1, 2, 1, 2, 3, 1, 3, 2]
[1, 2, 1, 2, 3, 1, 3, 3]
[1, 2, 1, 2, 3, 2, 1, 1]
[1, 2, 1, 2, 3, 2, 1, 3]
[1, 2, 1, 2, 3, 2, 3, 1]
[1, 2, 1, 2, 3, 2, 3, 3]
[1, 2, 1, 2, 3, 3, 1, 1]
[1, 2, 1, 2, 3, 3, 1, 2]
[1, 2, 1, 2, 3, 3, 2, 1]
[1, 2, 1, 2, 3, 3, 2, 2]
[1, 3, 1, 3, 2, 1, 2, 2]
[1, 3, 1, 3, 2, 1, 2, 3]
```

### RESULT:

Map coloring problem has been executed successfully.