## Laboratory work #7

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Problem # 1080. Map Coloring

Screenshot from Timus:

9874528	14:16:11 15 May 2022	hduads2022_20321114	1080. Map Coloring	Java 1.8	Accepted	0.125	784 KB
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## Explanation of algorithm:

- 1. It is the famous Map Coloring problem related to the famous fourcolor theorem, which was the first theorem to be proved primarily by a computer.
- 2. We use the DFS algorithms can easily work out the problem.

Computational complexity of algorithm:

 $O(N^2)$ 

## Source code:

```
import java.io.*;

public class MapColoring {
    public static void main(String[] args) throws IOException {
        new MapColoring().run();
    }

    StreamTokenizer in;
    PrintWriter out;

    int nextInt() throws IOException {
        in.nextToken();
        return (int) in.nval;
    }

    void run() throws IOException {
        in = new StreamTokenizer(new BufferedReader(new InputStreamReader(System.in)));
        out = new PrintWriter(System.out);
        solve();
```

```
out.flush();
int[][] MAP = new int[100][100];
int[] COLOR = new int[100];
static boolean isInvalid = false;
static int NUMBER;
void print(int x, int c) {
                 isInvalid = true;
             return;
         for (int i = 0; i < NUMBER; i++) {</pre>
void solve() throws IOException {
    NUMBER = nextInt();
    int i = 0;
    int t;
    while (i < NUMBER) {</pre>
         } else
    for (int j = 0; j < NUMBER; j++) {
   if (COLOR[j] == 2) {</pre>
void outputResult() {
         result = "-1";
    } else {
            result += COLOR[j];
    out.println(result);
```