

ASSIGNMENT: 05

Name: Abhijeet Biswas
SRN: 201900400
Roll No: 05
Div: B

Question 5: Implement the following algorithms: Constraint Satisfaction

1. Map coloring
2. Crypt -Arithmetic
3. Crossword Puzzle.

Code:

1. Map Colouring and cryptarithmic

```
#Mapcoloring and cryptarithmic

from colorama import Fore, Back, Style, init
init(strip=False)
init(autoreset=True)

class map_coloring():

    # Colors Used

    colors = [Fore.RED+'Red', Fore.GREEN+'Green',
Fore.YELLOW+'Yellow',Fore.MAGENTA+'Violet']

    # Map

    states = ['A', 'B', 'C', 'D', 'E', 'F', 'G']

    neighbors = {}

    neighbors['A'] = ['B', 'C', 'D']

    neighbors['B'] = ['A', 'C']

    neighbors['C'] = ['A', 'B', 'D', 'E']

    neighbors['D'] = ['A', 'C', 'F', 'E']
```

```
neighbors['E'] = ['F', 'C', 'D']
```

```
neighbors['F'] = ['E', 'D', 'G']
```

```
neighbors['G'] = ['F']
```

```
# Output
```

```
colors_of_states = {}
```

```
def print_graph(self):
```

```
    for key in self.neighbors:
```

```
        print(Fore.CYAN+ key + Fore.WHITE + ' -> ', self.neighbors[key])
```

```
def promising(self, state, color):
```

```
    for neighbor in self.neighbors.get(state):
```

```
        color_of_neighbor = self.colors_of_states.get(neighbor)
```

```
        if color_of_neighbor == color:
```

```
            return False
```

```
    return True
```

```
def get_color_for_state(self, state):
```

```
    for color in self.colors:
```

```
        if self.promising(state, color):
```

```
            return color
```

```
def start(self):
```

```
    print(Fore.BLUE+"\n\n\t\tThe Graph Is ")
```

```
    self.print_graph()
```

```
    print("\n\n")
```

```
    for state in self.states:
```

```
        self.colors_of_states[state] = self.get_color_for_state(state)
```

```
        print(f"Color Used For State {state} is {self.colors_of_states[state]}")
```

```
        print(Fore.BLUE+"\n\n\t\tThe Solution Is - ")
```

```
    for key in self.colors_of_states:
```

```
        print(Fore.BLUE+key + Fore.WHITE+' -> ', self.colors_of_states[key])
```

```

class cryptarithmic():
    solved = False
    count = 0
    def start(self):
        word1 = input("Enter First Word - ").upper()
        word2 = input("Enter Second Word - ").upper()
        result = input("Enter Result - ").upper()
        values = []
        visited = [False for x in range(10)]
        equation = [word1, word2, result]
        # Get Unique Words
        set = []
        for c in word1:
            if c not in set:
                set.append(c)
        for c in word2:
            if c not in set:
                set.append(c)
        for c in result:
            if c not in set:
                set.append(c)
        if len(set) > 10:
            print("\nNo Solution (as values will repeat)\n")
            exit()
        print("Solution Is - ")
        print(f"\t{word1}\n+\n\t{word2}\n-----\n\t{result}\n\n")
        self.solve(set, values, visited, equation)

```

```

def solve(self, letters, values, visited, equation):
    if len(letters) == len(values):
        map = {}
        for letter, val in zip(letters, values):
            map[letter] = val

        if map[equation[0][0]] == 0 or map[equation[1][0]] == 0 or
map[equation[2][0]] == 0:
            return

        word1, word2, res = "", "", ""
        for c in equation[0]:
            word1 += str(map[c])
        for c in equation[1]:
            word2 += str(map[c])
        for c in equation[2]:
            res += str(map[c])

        if int(word1) + int(word2) == int(res):
            self.count += 1
            print(Fore.GREEN+f"Result {self.count} = {word1} + {word2} = {res}\n")
            solved = True

        return

    for i in range(10):
        if not visited[i]:
            visited[i] = True
            values.append(i)
            self.solve(letters, values, visited, equation)
            values.pop()
            visited[i] = False

```

```
print(Fore.GREEN+"\t\t\tConstraint Satisfaction")
print("1. Map Coloring\n2. Cryptarithmic\n")
choice = int(input("\nEnter Choice - "))
if choice == 1:
    temp = map_coloring()
    temp.start()
elif choice == 2:
    temp = cryptarithmic()
    temp.start()
```

Output:

Map Colouring -

Constraint Satisfaction

1. Map Coloring
2. Cryptarithmic

The Graph Is

```
A -> ['B', 'C', 'D']
B -> ['A', 'C']
C -> ['A', 'B', 'D', 'E']
D -> ['A', 'C', 'F', 'E']
E -> ['F', 'C', 'D']
F -> ['E', 'D', 'G']
G -> ['F']
```

Color Used For State A is Red

The Solution Is -

Color Used For State B is Green

The Solution Is -

Color Used For State C is Yellow

The Solution Is -

Color Used For State D is Green

The Solution Is -

Color Used For State E is Red

The Solution Is -

Color Used For State F is Yellow

The Solution Is -

Color Used For State G is Red

The Solution Is -

```
A -> Red
B -> Green
C -> Yellow
D -> Green
E -> Red
F -> Yellow
G -> Red
```

Cryptarithmic -

```

PS C:\Users\hp\Documents\VS Code's\TY\Sem VI\AI\Ass5> python -u "c:\Users\hp\Documents\
Constraint Satisfaction

1. Map Coloring
2. Cryptarithmic

Enter Choice - 2
Enter First Word - TWO
Enter Second Word - TWO
Enter Result - FOUR
Solution Is -
      TWO
+
      TWO
-----
      FOUR

Result 1 = 734 + 734 = 1468

Result 2 = 765 + 765 = 1530

Result 3 = 836 + 836 = 1672

Result 4 = 846 + 846 = 1692

Result 5 = 867 + 867 = 1734

Result 6 = 928 + 928 = 1856

Result 7 = 938 + 938 = 1876

```

Cross Word Puzzle –

Code –

```

# Assignment 5 Part 3 Crossword Puzzle
from typing import List

def check_right(i, j, grid) -> tuple[int, int, int]: counter = 0 while (counter + j) <
    len(grid[i]):
        if grid[i][j + counter] == ' ': counter += 1
        else:
            break if

```

```

        return (i, j, counter)

def check_down(i, j, grid) -> tuple[int, int, int]:
    counter = 0
    while (counter + i) < len(grid):
        if grid[i + counter][j] == ' ':
            counter += 1
        else:
            break
    if counter < 2:
        return None
    else:
        return (i, j, counter)

def get_across_slots(grid: list[str]):
    across_slots = []
    i = 0
    while i < len(grid):
        j = 0
        while j < len(grid[i]):
            if grid[i][j] == ' ':
                if slot := check_right(i, j, grid):
                    across_slots.append(slot)
                    j += slot[2]
            j += 1
        i += 1
    return across_slots

def get_down_slots(grid: list[str]):
    t_grid = []
    # Get transpose of grid
    for i in range(len(grid)):
        string = ''.join([row[i] for row in grid])
        t_grid.append(string)
    down_slots = get_across_slots(t_grid)
    # The down slots are for the transposed grid,
    # so we need to convert them to our original grid's coordinates
    down_slots = [(slot[1], slot[0], slot[2]) for slot in down_slots]
    return down_slots

def start(across_words: list[str], down_words: list[str], grid: list[str]) -> list[str]:
    across_slots = get_across_slots(grid)
    down_slots = get_down_slots(grid)
    # We need a mutable grid, so we use
    list[list[str]] mut_grid = []
    for i in range(len(grid)):
        arr = []
        for j in range(len(grid[i])):
            arr.append(grid[i][j])
        mut_grid.append(arr)
    # Start filling the across words
    i = 0
    while len(across_words):
        used = False
        if used:
            across_slots.pop(i)
        else:
            i = (i + 1) % len(down_slots)
            if len(across_words[0]) == across_slots[i][2]:
                x, y, _ = across_slots[i]
                for counter, letter in enumerate(across_words[0]):
                    mut_grid[x][y + counter] = letter
                else:
                    used = True
                    across_words.pop(0)

```


===== The Initial Crossword is =====

```
# # # # # # # #
#           #
#   #   # # # #
#   #
#   #   # # # #
#   #   # # # #
#   # # # # # #
```

The Across Words Are : HYBRID, EARTH

The Down Words Are : BREAD, HELMET

===== The Final Crossword is =====

```
# # # # # # # #
# H Y B R I D #
# E # R # # # #
# L # E A R T H
# M # A # # # #
# E # D # # # #
# T # # # # # #
```