### Analysis of Algorithm

#### Practical no 10:

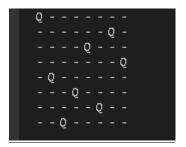
# N-queen Algorithm

#### Code:

```
public class NQueens {
  private static final int N = 8; // Number of queens
 // Function to check whether the queens are threaten or not
 private static boolean isSafe(int board[][], int row, int col) {
    // Check this row
    for (int i = 0; i < col; i++) {
      if (board[row][i] == 1)
        return false;
    }
    // Check upper diagonal
    for (int i = row, j = col; i \ge 0 \&\& j \ge 0; i--, j--) {
      if (board[i][j] == 1)
        return false;
    }
    // Check lower diagonal
    for (int i = row, j = col; i < N && j >= 0; i++, j--) {
      if (board[i][j] == 1)
        return false;
    }
    return true;
  }
  private static boolean solveNQueens(int board[][], int col) {
    if (col >= N)
```

```
return true; //returns true if all queens are placed
 // Try to place this queen in all columns one by one
  for (int i = 0; i < N; i++) {
    if (isSafe(board, i, col)) {
      board[i][col] = 1;
      if (solveNQueens(board, col + 1))
        return true;
      board[i][col] = 0;
    }
  return false;
}
private static void printBoard(int board[][]) {
 for (int i = 0; i < N; i++) {
   for (int j = 0; j < N; j++)
      System.out.print((board[i][j] == 1 ? "Q " : "- "));
    System.out.println();
public static void main(String[] args) {
  int board[][] = new int[N][N];
  if (!solveNQueens(board, 0))
    System.out.println("Solution does not exist");
  else
    printBoard(board);
}
```

#### **Output:**



## **Analysis:**

- 1. Constants and Board Initialization:
  - o N is set to 8, indicating an 8×8 board.
  - The board is represented by a 2D integer array initialized to 0 (no queens placed).
- 2. Safety Check (isSafe):
  - This function checks if a queen can be safely placed at board[row][col].
  - o It checks:
    - The current row (left side).
    - The upper diagonal (to the left).
    - The lower diagonal (to the left).
- 3. Backtracking (solveNQueens):
  - This function attempts to place queens column by column.
  - For each column, it tries each row, calling isSafe to check if a queen can be placed.
  - If placing a queen leads to a solution, it returns true; otherwise, it backtracks (removes the queen).
- 4. Printing the Board (printBoard):
  - It prints the board with 'Q' representing a queen and '-' representing an empty cell.
- 5. Main Function:

- o Initializes the board and calls the solveNQueens method.
- If a solution is found, it prints the board; otherwise, it indicates no solution exists.

## **Time Complexity**

The time complexity of the N-Queens problem using backtracking can be analyzed as follows:

- Recursive Calls: The algorithm makes recursive calls for each column (N columns).
- Placement Attempts: For each column, it tries placing a queen in each of the N
  rows. In the worst case, it tries to place a queen in all rows for each column,
  leading to a total of NNN^NNN possibilities in the worst-case scenario.
- Safe Check: The isSafe function checks three directions for each placement, which takes O(N)O(N)O(N) time in the worst case.

Thus, the overall time complexity can be approximated as:

 $O(N! \cdot N)O(N! \cdot Cdot N)O(N! \cdot N)$ 

This is because, in the worst case, the solution may require evaluating every possible arrangement of queens, leading to a factorial growth with NNN.

#### Space Complexity

The space complexity can be analyzed based on:

- 1. Board Storage:
  - The board requires O(N2)O(N^2)O(N2) space as it is a 2D array of size N×NN \times NN×N.

#### 2. Recursion Stack:

The maximum depth of the recursion stack is NNN (one for each column).

Therefore, the overall space complexity is:

 $O(N2)O(N^2)O(N2)$ 

This accounts for the space needed to store the board.