

# ① Flood fill.

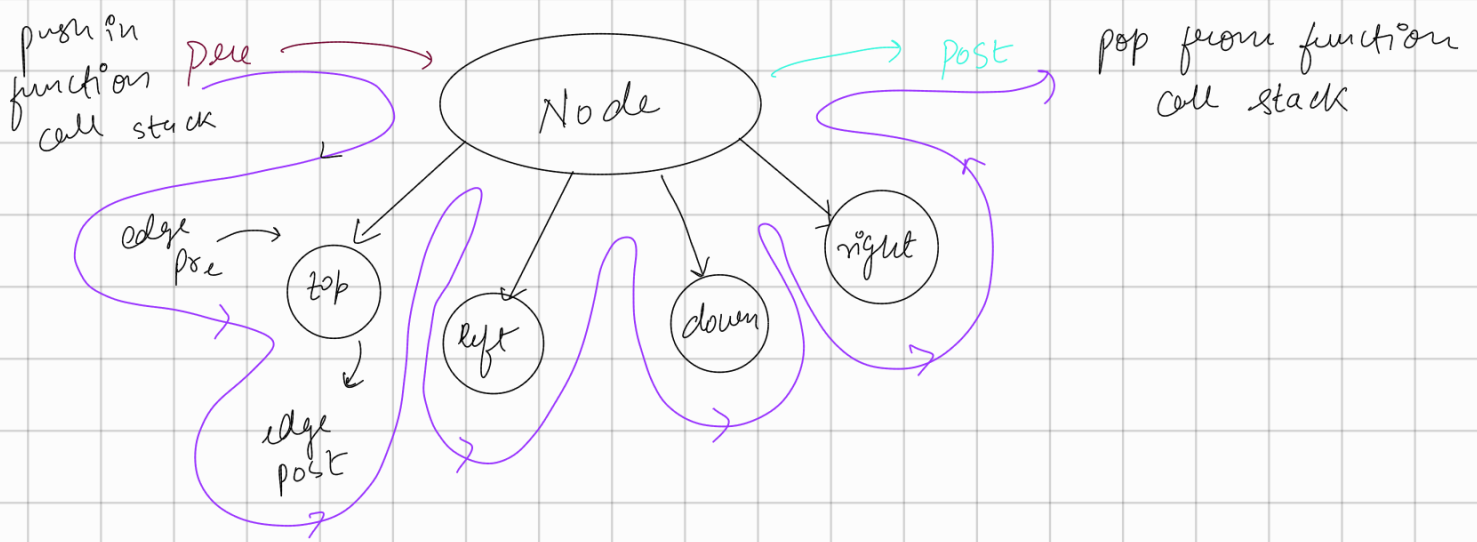
CODE:

```
floodfill(int[][] maze, int sr, int sc, String psf, boolean[][] vis){
    int dr = maze.length - 1, dc = maze[0].length - 1;
    if (sr > dr || sc > dc || sr < 0 || sc < 0 || maze[sr][sc] == 1 || vis[sr][sc] == true){
        // negative base case
        return;
    }
```

```
    vis[sr][sc] = true;
    if (sr == dr && sc == dc){
        // positive base case
        System.out.println(psf);
        vis[sr][sc] = false;
        return;
    }
```

```
    floodfill(maze, sr - 1, sc, psf + "t", vis);
    floodfill(maze, sr, sc - 1, psf + "l", vis);
    floodfill(maze, sr + 1, sc, psf + "d", vis);
    floodfill(maze, sr, sc + 1, psf + "r", vis);
    vis[sr][sc] = false; // backtracking
}
```

visited array facilitates cycle detection



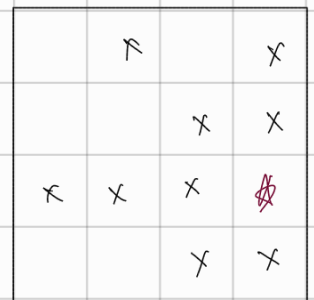
\* when to use backtracking

- Print all paths
- " configurations
- " permutations & combinations

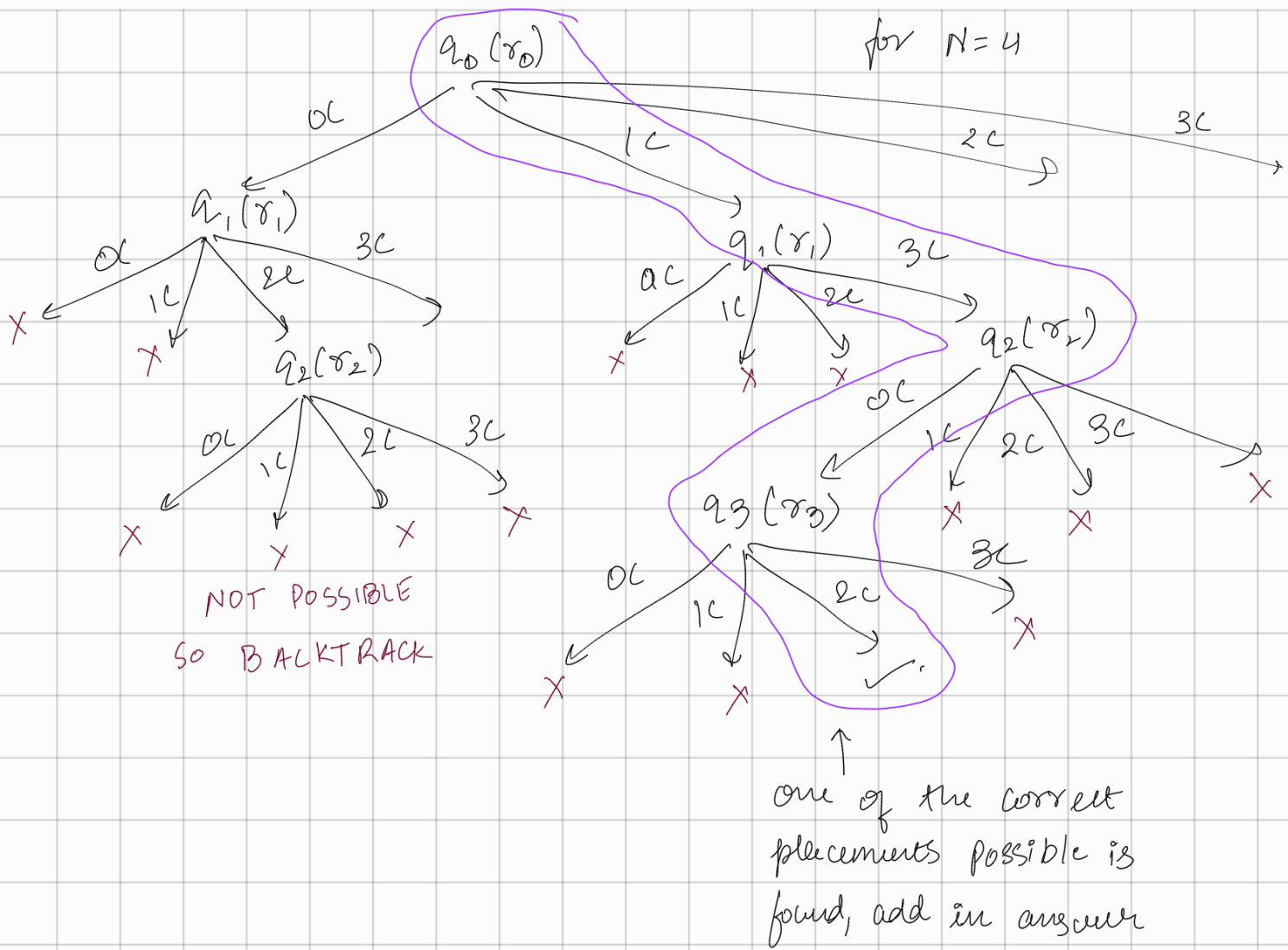
- Count all paths  
" configurations  
" permutations & combinations } dp/greedy

from constraints.  
Recursion & Backtracking  $\Rightarrow$  very small values, because exponential TC.

(2) N-Queen Problem  
for  $N=4$ ,



print all configurations of  $n$  queens in  $n \times n$  matrix such that none kills any other.



∴ CODE:

```
printNQueens (boolean[][] chess, String qsf, int row) {
    if (row == chess.length) {
        System.out.println(qsf);
        return;
    }
}
```

```
for (int col = 0; col < chess[0].length; col++) {
    if (isSafe(chess, row, col) == true) {
        chess[row][col] = true;
```

```
        printNQueens(chess, qsf + row + "-" + col + ", ", row + 1);
        chess[row][col] = false;
    }
}
```

```
boolean isSafe (boolean[][] chess, int row, int col) {
```

```
    int n = chess.length;
```

```
    for (int i = 0; i < n; i++)
```

```
        if (chess[i][col] == true)
```

```
            return false;
```

```
    for (int i = row, j = col; i >= 0 & j >= 0; i--, j--)
```

```
        if (chess[i][j] == true)
```

```
            return false;
```

```
    for (int i = row, j = col; i >= 0 & j < n; i--, j++)
```

```
        if (chess[i][j] == true)
```

```
            return false;
```

```
    return true;
```

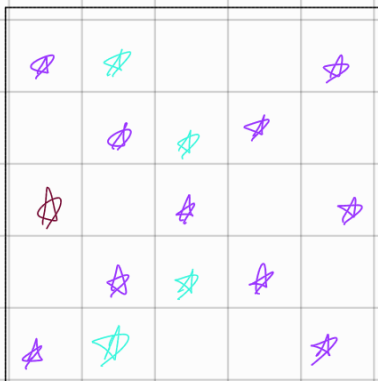
```
}
```

### ③ Knight's Tour

1<sup>st</sup> point

Possible  
2<sup>nd</sup> points

Possible  
3<sup>rd</sup> points



Without repeating

Kings Tour

1	2
3	4

1 2  
3 4

1 2  
4 3

1 4  
2 3

1 3  
2 4

Fairly → Clock wise

