```java
public class NQueens {

    public static void placeNQueens(int n) {
        int board[][] = new int[n][n];
        placeQueens(n,0);
    }

    private static void placeQueens(int n, int row) {
        if(row == n) {
            // valid board configuration
        }
        // check for all columns
        // check if its safe to place Queen
        // if it's safe -> then place the queen and move to next row
    }
}
```