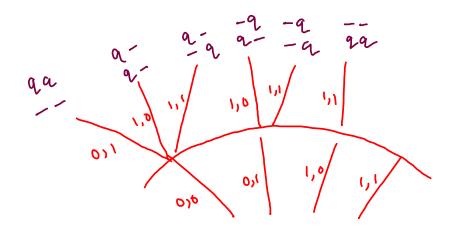
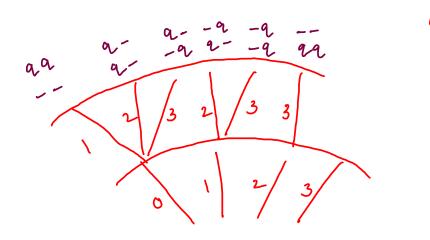


quen combinations (quen choses)

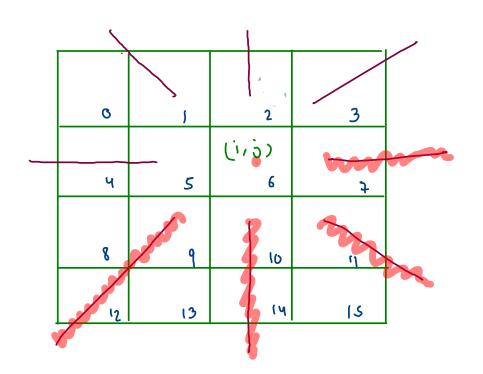
2 d as 2 d

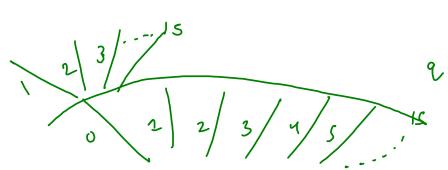
2d as 1d





2



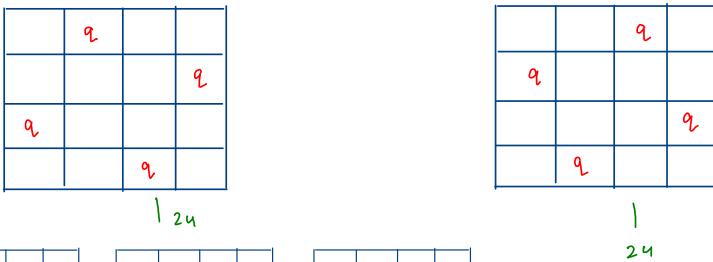


Oi

	7-2 C-1			8-2 C+1	
(-2					8-1, C+2
		- (
C-17					Y+1), C+2
	x+2			7+2, C+1	

•

quen permutation



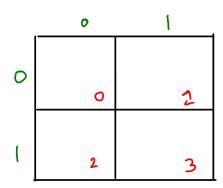
9, 9

94

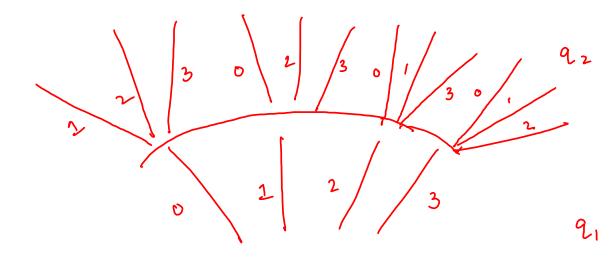
94 92 94 93

9₄ 9₃ 9₄ 9

48 parmetation







top: -1,0 left: 0,-1
down: 1,0 right: 0,1

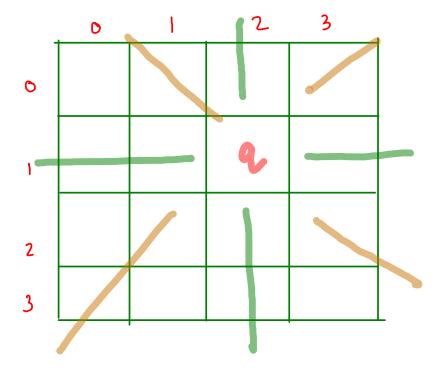
```
public static void nqueens(int qpsf, int N, int[][] chess) {
   // write your code here
   if(qpsf == N) {
       for(int i=0; i < N;i++) {
           for(int j=0; j < N; j++) {
               if(chess[i][j] == 0) {
                  System.out.print("-\t");
                else {
                   System.out.print("q" + chess[i][j] + "\t");
           System.out.println();
       System.out.println();
        return:
    for(int b = 0; b < N*N; b++) {
       int i = b / N:
       int j = b \% N;
       if(chess[i][j] == 0 && isQueenSafe(chess,i,j) == true) {
            chess[i][j] = qpsf+1;
           nqueens(qpsf+1,N,chess);
            chess[i][j] = 0;
```

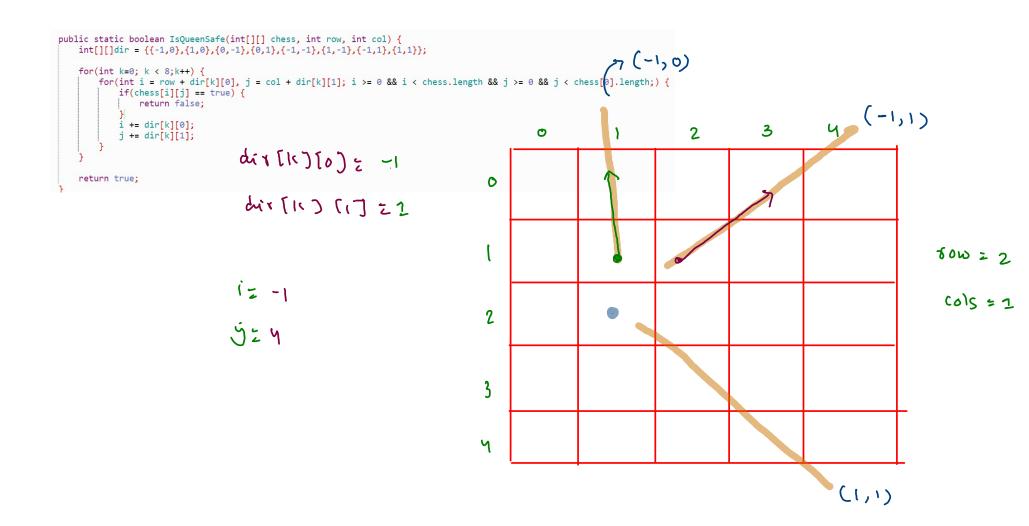
top-Jest Diagonal: -1,-1

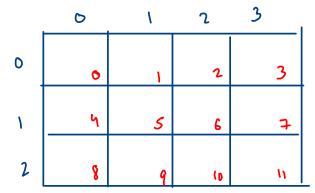
bottom-Jest diagonal: 1,-1

top-right diagonal: -1, 1

bottom-oight diagonal: 1,1





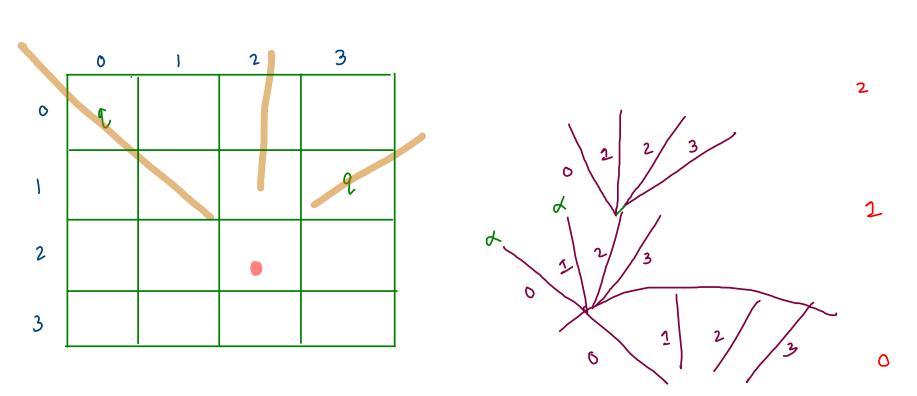


bno to i, j

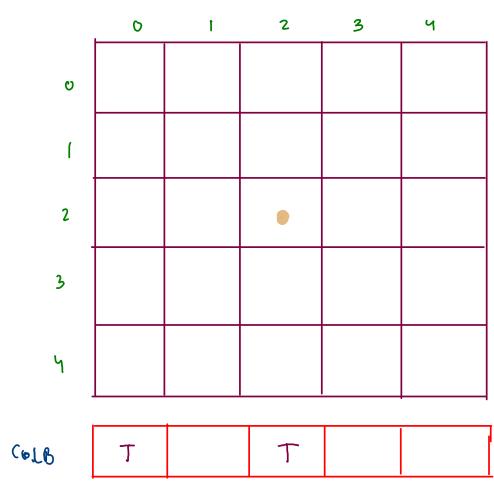
i = bno / cols;

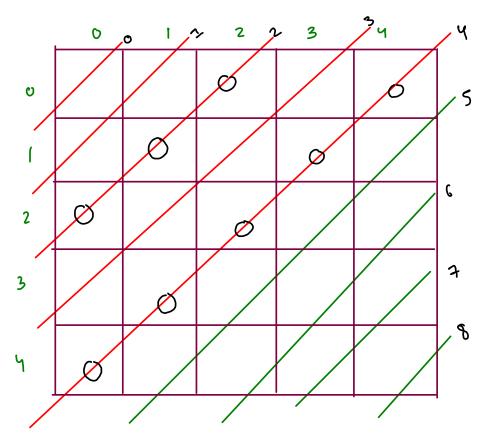
j = bno -/· cols;

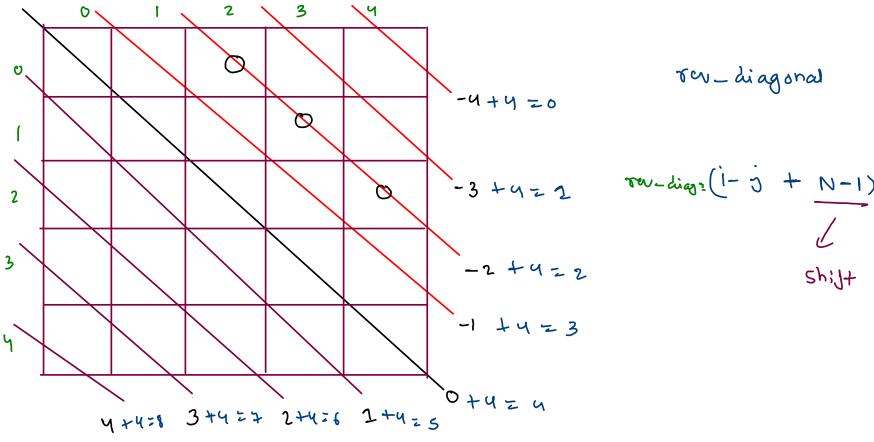
i, j to 600. 600 = i * cols + j



3

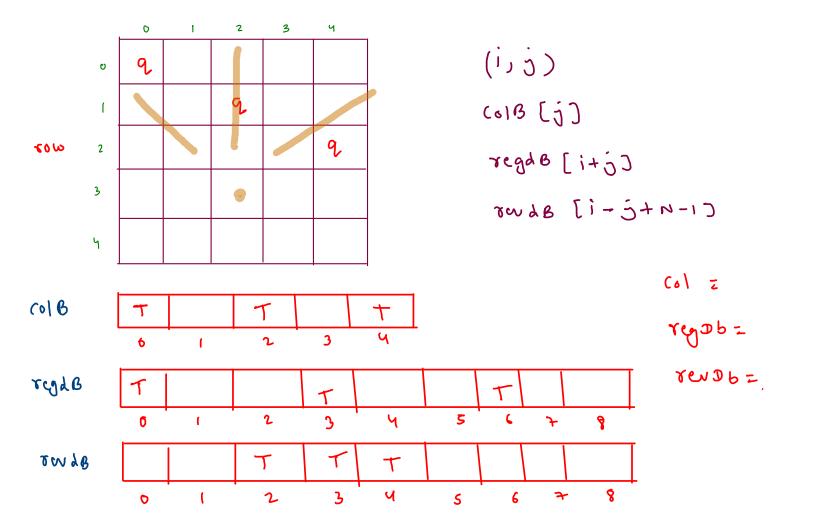






Tev-diagonal

Sh:1+



(2,4)

Permutations words - 1

```
public static void generateWords(int cs, int ts, HashMap<Character, Integer> fmap, String asf) {
    if(cs > ts) {
        System.out.println(asf);
        return;
    }

    for(char uch : fmap.keySet()) {
        if(fmap.get(uch) > 0) {
            fmap.put(uch, fmap.get(uch)-1);
            generateWords(cs+1,ts, fmap,asf + uch);
            fmap.put(uch, fmap.get(uch)+1);
        }
    }
}
```

abab

