

CSP-MAP COLOURING

PROGRAM:

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class Graph:
def __init__(self, vertices):
self.V = vertices
self.graph = [[0 for _ in range(vertices)] for _ in range(vertices)]
def isSafe(self, v, colour, c):
for i in range(self.V):
if self.graph[v][i] == 1 and colour[i] == c:
return False
return True
def graphColourUtil(self, m, colour, v):
if v == self.V:
return True
for c in range(1, m + 1):
if self.isSafe(v, colour, c):
colour[v] = c
if self.graphColourUtil(m, colour, v + 1):
return True
colour[v] = 0
def graphColouring(self, m):
colour = [0] * self.V
if not self.graphColourUtil(m, colour, 0):
print("&quot;Solution does not exist&quot;")
return False
print("&quot;Solution exists and Following are the assigned colours:&quot;")
for c in colour:
print(c, end='&#39; &#39;')
return True
if __name__ == '&#39;__main__&#39;:
g = Graph(4)
g.graph = [[0, 1, 1, 1], [1, 0, 1, 0], [1, 1, 0, 1], [1, 0, 1, 0]]
m = 3
```

g.graphColouring(m)

OUTPUT:

```
Solution exists and Following are the assigned colours:  
1 2 3 2
```