Assignment No 5 :- Design n-Queens matrix having first Queen placed. Use backtracking to place remaining Queens to generate the final n-queen's matrix.

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Code:-
        #include
<iostream> #include
<vector> using namespace
std;
class NQueens
{ private: int N;
  // Function to print the chessboard void
  printBoard(const vector<vector<int> > &board) {
     for (int i = 0; i < N; i++) {
        for (int j = 0; j < N; j++) {
          cout << (board[i][j]? " Q " : " - ");
        cout << endl;
     }
  }
  // Function to check if a queen can be placed at board[row][col]
  bool isSafe(const vector<vector<int> > &board, int row, int col) {
     for (int i = 0; i < col; i++) { if (board[row][i])
        return false; // Check row
     }
     for (int i = row, j = col; i >= 0 \&\& j >= 0; i--, j--) { if
        (board[i][j]) return false; // Check upper diagonal
     for (int i = row, j = col; j >= 0 \&\& i < N; i++, j--) { if
        (board[i][j]) return false; // Check lower diagonal
     return true;
  }
  // Recursive function to solve the N-Queens problem bool
  solveNQueensUtil(vector<vector<int> > &board, int col) {
     if (col >= N) return true; // All queens are placed
     for (int i = 0; i < N; i++) { if (isSafe(board, i, col))
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board[i][col] = 1; // Place queen if
          (solveNQueensUtil(board, col + 1)) return true; // Recur
          board[i][col] = 0; // Backtrack
       }
    }
    return false; // No valid position found
  }
public:
  // Function to initiate solving the N-Queens
  problem void solveNQueens(int n) { N = n;
    vector<vector<int> > board(N, vector<int>(N, 0));
    if (!solveNQueensUtil(board, 0)) {
       cout << "No solution exists." << endl;</pre>
       return;
    }
    printBoard(board);
  }
};
int main() {
  NQueens nq;
  int n; cout << "Enter the size of the chessboard
  (N): "; cin >> n; nq.solveNQueens(n); return 0;
}
Output:-
      C:\Users\patil\OneDrive\Desk X
 Enter the size of the chessboard (N): 5
               Q
 Process exited after 1.988 seconds with return value 0
 Press any key to continue . . .
```