Day 16 and 17:

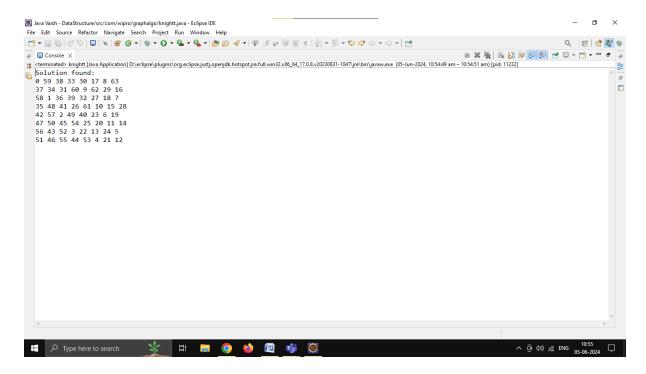
Task 1: The Knight's Tour Problem

Create a function bool SolveKnights Tour(int[,] board, int moveX, int moveY, int moveCount, int[] xMove, int[] yMove) that attempts to solve the Knight's Tour problem using backtracking. The function should return true if a solution exists and false otherwise. The board represents the chessboard, moveX and movey are the current coordinates of the knight, moveCount is the current move count, and xMove[], yMove[] are the possible next moves for the knight. Fill the chessboard such that the knight visits every square exactly once. Keep the chessboard size to 8x8.

Answer:

```
package com.wipro.graphalgo;
public class knightt {
    static int N = 8;
    static boolean isValid(int x, int y, int[][] board) {
        return (x >= 0 \&\& y >= 0 \&\& x < N \&\& y < N \&\& board[x][y] ==
-1);
    static void printSolution(int[][] board) {
        for (int x = 0; x < N; x++) {
            for (int y = 0; y < N; y++)
                System.out.print(board[x][y] + " ");
            System.out.println();
        }
    }
    static boolean solveKTUtil(int x, int y, int moveCount, int[][]
board, int[] xMove, int[] yMove) {
        int k, nextX, nextY;
        if (moveCount == N * N)
            return true:
        for (k = 0; k < 8; k++) {
            nextX = x + xMove[k];
            nextY = y + yMove[k];
            if (isValid(nextX, nextY, board)) {
```

```
board[nextX][nextY] = moveCount;
                if (solveKTUtil(nextX, nextY, moveCount + 1, board,
xMove, yMove))
                    return true;
                else
                    board[nextX][nextY] = -1;
            }
        }
        return false;
    static boolean solveKnightsTour(int[][] board, int startX, int
startY) {
        int[] xMove = { 2, 1, -1, -2, -2, -1, 1, 2 };
        int[] yMove = { 1, 2, 2, 1, -1, -2, -2, -1 };
        for (int i = 0; i < N; i++)</pre>
            for (int j = 0; j < N; j++)
                board[i][j] = -1;
        board[startX][startY] = 0;
        if (!solveKTUtil(startX, startY, 1, board, xMove, yMove)) {
            System.out.println("Solution does not exist");
            return false;
        } else {
            System.out.println("Solution found:");
            printSolution(board);
            return true;
        }
    }
    public static void main(String[] args) {
        int[][] board = new int[N][N];
        int startX = 0;
        int startY = 0;
        solveKnightsTour(board, startX, startY);
    }
}
```



Task 2: Rat in a Maze

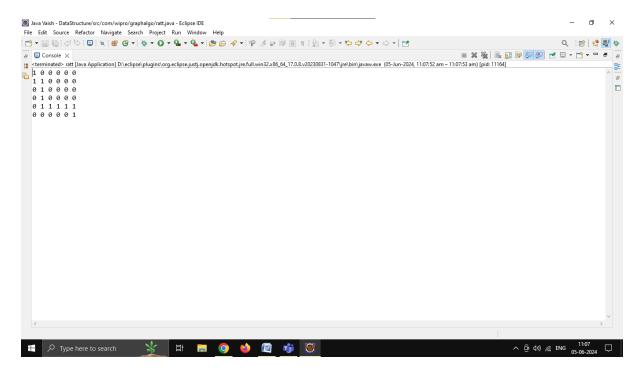
mplement a function bool SolveMaze(int[,] maze) that uses backtracking to find a path from the top left corner to the bottom right corner of a maze. The maze is represented by a 2D array where 1s are paths and Os are walls. Find a rat's path through the maze. The maze size is 6x6.

Answer:

```
package com.wipro.graphalgo;
public class ratt {
    static final int N = 6;
    static boolean isSafe(int[][] maze, int x, int y) {
        return (x >= 0 && x < N && y >= 0 && y < N && maze[x][y] == 1);
    }
    static boolean solveMaze(int[][] maze, int x, int y, int[][] sol) {
        if (x == N - 1 && y == N - 1) {
            sol[x][y] = 1;
            return true;
        }
}</pre>
```

```
if (isSafe(maze, x, y)) {
        sol[x][y] = 1;
        if (solveMaze(maze, x + 1, y, sol))
            return true;
        if (solveMaze(maze, x, y + 1, sol))
            return true;
        sol[x][y] = 0;
        return false;
    }
    return false;
static void printSolution(int[][] sol) {
    for (int i = 0; i < N; i++) {
        for (int j = 0; j < N; j++)
            System.out.print(sol[i][j] + " ");
        System.out.println();
    }
}
public static void main(String[] args) {
    int[][] maze = {
        \{1, 0, 0, 0, 0, 0\},\
        \{1, 1, 1, 1, 0, 1\},\
        \{0, 1, 0, 1, 1, 1\},\
        \{0, 1, 0, 0, 0, 1\},\
        \{1, 1, 1, 1, 1, 1\},\
        \{0, 0, 0, 0, 0, 1\}
    };
    int[][] sol = new int[N][N];
    for (int i = 0; i < N; i++)
        for (int j = 0; j < N; j++)
            sol[i][j] = 0;
    if (solveMaze(maze, 0, 0, sol))
        printSolution(sol);
    else
        System.out.println("No solution exists");
}
```

}



Task 3: N Queen Problem

Write a function bool SolveNQueen(int[,] board, int col) in C# that places N queens on an N x N chessboard so that no two queens attack each other using backtracking. Place N queens on the board such that no two queens can attack each other. Use a standard 8x8 chessboard.

Answer:

```
}
static boolean solveNQueensUtil(int[][] board, int col) {
    if (col >= N)
        return true;
    for (int i = 0; i < N; i++) {
        if (isSafe(board, i, col)) {
            board[i][col] = 1;
            if (solveNQueensUtil(board, col + 1))
                return true;
            board[i][col] = 0;
        }
    }
    return false;
}
static boolean solveNQueens(int[][] board) {
    if (!solveNQueensUtil(board, 0)) {
        System.out.println("Solution does not exist");
        return false;
    }
    printSolution(board);
    return true;
}
static void printSolution(int[][] board) {
    for (int i = 0; i < N; i++) {</pre>
        for (int j = 0; j < N; j++)</pre>
            System.out.print(board[i][j] + " ");
        System.out.println();
    }
}
public static void main(String[] args) {
    int[][] board = new int[N][N];
    for (int i = 0; i < N; i++)
        for (int j = 0; j < N; j++)
            board[i][j] = 0;
    solveNQueens(board);
}
```

