RAT-MAZE problem using backtracking

```
In [22]: | directions = 'DLRU'
         dr = [1, 0, 0, -1]
         dl = [0, -1, 1, 0]
         def isValid(r, c, maze):
             if r < 0 or r >= len(maze):
                  return False
             if c < 0 or c >= len(maze[0]):
                  return False
             if maze[r][c] != 0:
                  return False
              return True
         def findPath(r, c, maze, path):
             if r == len(maze) - 1 and c == len(maze[0]) - 1:
                  return True
             valid_cell = isValid(r, c, maze)
             if valid_cell:
                  maze[r][c] = 0
                  for i in range(len(directions)):
                      next_row = r + dr[i]
                      next col = c + dl[i]
                      if findPath(next_row, next_col, maze, path + directions[i]):
                          return True
                  maze[r][c] = 1
             return False
         n = 4
         maze = [
             [1, 0, 0, 0],
             [1, 1, 0, 1],
             [1, 1, 0, 0],
             [0, 1, 1, 1]
         ]
         result = []
         current_path = ''
         findPath(0, 0, maze, current_path)
         if len(current_path) == 0:
             print('No path found')
         else:
             print(current_path)
```

No path found

N QUEENS PROBLEM

```
In [9]: n = 5
        def isSafe(board, row, col):
            for i in range(col):
                 if board[row][i] == 1:
                     return False
            i = row
            j = col
            while i >= 0 and j >= 0:
                if board[i][j] == 1:
                     return False
                 i -= 1
                 j -= 1
            i = row
            j = col
            while i < n and j >= 0:
                 if board[i][j] == 1:
                     return False
                 i += 1
                 j -= 1
            return True
        def solve(board, col):
            if col >= n:
                 return True
            for i in range(n):
                 if isSafe(board, i, col):
                    board[i][col] = 1
                     if solve(board, col + 1) == True:
                         return True
                     board[i][col] = 0
             return False
        def final_solve():
            board = [[0 for i in range(n)] for j in range(n)]
            if solve(board, 0) == False:
                 print("No solution exists")
            else:
                 print(board)
        final_solve()
```

```
[[1, 0, 0, 0, 0], [0, 0, 0, 1, 0], [0, 1, 0, 0, 0], [0, 0, 0, 0, 1], [0, 0, 1, 0, 0]]
```

SUBSET SUM

```
In [21]: def subsetsum(nums, target):
             def backtrack(start,path,curr_sum):
                  if curr_sum==target:
                      print(path)
                      result.append(path)
                      return
                 if curr_sum>target:
                      return
                 for i in range(start,len(nums)):
                      path.append(nums[i])
                      backtrack(i+1,path,curr_sum+nums[i])
                      path.pop()
             result = []
             backtrack(0,[],0)
         nums = [1, 2, 3, 4, 5]
         target = 7
         subsetsum(nums, target)
```

[1, 2, 4] [2, 5] [3, 4]

GRAPH COLORING PROBLEM

```
In [24]: def isSafe(graph, node, color, color_assignment):
             for neighbor in graph[node]:
                 if color_assignment[neighbor] == color:
                      return False
             return True
         def graphColoring(graph, colors, node, color_assignment):
             if node == len(graph):
                 return True
             for color in colors:
                 if isSafe(graph, node, color, color_assignment):
                      color_assignment[node] = color
                      if graphColoring(graph, colors, node + 1, color_assignment):
                          return True
                      color_assignment[node] = None
             return False
         graph = {
             0: [1, 2],
             1: [0, 2, 3],
             2: [0, 1, 3],
             3: [1, 2]
         colors = ['Red', 'Green', 'Blue']
         color_assignment = [None] * len(graph)
         if graphColoring(graph, colors, 0, color_assignment):
             print("Graph can be colored")
             print("Color assignment:", color_assignment)
         else:
             print("Graph cannot be colored")
```

```
Graph can be colored
Color assignment: ['Red', 'Green', 'Blue', 'Red']
```

HAMILTONIAN CYCLE

```
In [25]: def isSafe(v, graph, path, pos):
             if graph[path[pos-1]][v] == 0:
                  return False
             if v in path:
                  return False
             return True
         def hamiltonianCycleUtil(graph, path, pos):
             if pos == len(graph):
                  if graph[path[pos-1]][path[0]] == 1:
                      return True
                  else:
                      return False
             for v in range(1, len(graph)):
                  if isSafe(v, graph, path, pos):
                      path[pos] = v
                      if hamiltonianCycleUtil(graph, path, pos+1):
                          return True
                      path[pos] = -1
             return False
         def hamiltonianCycle(graph):
             path = [-1] * len(graph)
             path[0] = 0
             if hamiltonianCycleUtil(graph, path, 1):
                  print("Hamiltonian cycle exists")
                  print("Path:", path)
             else:
                  print("Hamiltonian cycle does not exist")
         graph = [
              [0, 1, 0, 1, 0],
             [1, 0, 1, 1, 1],
             [0, 1, 0, 0, 1],
             [1, 1, 0, 0, 1],
             [0, 1, 1, 1, 0]
         ]
         hamiltonianCycle(graph)
```

Hamiltonian cycle exists Path: [0, 1, 2, 4, 3]