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In [4]: # Number of vertices in the graph
        # Graph represented as an adjacency matrix
        graph = [
             [0, 1, 1, 0], # Vertex 0 is connected to 1 and 2
             [1, 0, 1, 1], # Vertex 1 is connected to 0, 2, and 3
[1, 1, 0, 1], # Vertex 2 is connected to 0, 1, and 3
[0, 1, 1, 0] # Vertex 3 is connected to 1 and 2
        1
        # List of available color names
        colornames = ["Red", "Green", "Blue"]
        # Function to check if the current color assignment is valid for vertex
        def isSafe(vertex, colorsassigned, currentcolor):
             for neighbor in range(V):
                 # Check if there's an edge between vertex and neighbor
                 # and if the neighbor has the same color
                 if graph[vertex][neighbor] == 1 and colorsassigned[neighbor] == currentcolor:
                     return False
             return True
        # Recursive function to solve the graph coloring problem
        def graphColoring(colorsavailable, colorsassigned, vertex):
             # Base case: If all vertices are colored, return True
             if vertex == V:
                 return True
             # Try assigning each color from the list of color names to the current vertex
             for color in colorsavailable:
                 # Check if it's safe to assign this color to the current vertex
                 if isSafe(vertex, colorsassigned, color):
                     # Assign the color
                     colorsassigned[vertex] = color
                     # Recursively try to color the rest of the graph
                     if graphColoring(colorsavailable, colorsassigned, vertex + 1):
                          return True
                     # If assigning color doesn't lead to a solution, backtrack
                     colorsassigned[vertex] = None
             # If no valid color assignment is found, return False
             return False
        # Main function to solve the problem
        def solveGraphColoring():
             # Initialize all vertices as uncolored (None means no color assigned)
             colorsassigned = [None] * V
             # Start coloring from vertex 0
              \textbf{if not} \ graph Coloring (colornames, \ colors assigned, \ 0): \\
                print("No solution exists.")
             else:
                 print("Assigned colors:", colorsassigned)
        # Call the function to solve the graph coloring problem
        solveGraphColoring()
```

Assigned colors: ['Red', 'Green', 'Blue', 'Red']

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