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In [2]: # Number of vertices in the graph
        # Convert adjacency matrix to adjacency list (dictionary)
        graph = {
            0: [1, 2], # Vertex 0 is connected to 1 and 2
            1: [0, 2, 3], # Vertex 1 is connected to 0, 2, and 3 2: [0, 1, 3], # Vertex 2 is connected to 0, 1, and 3
            3: [1, 2] # Vertex 3 is connected to 1 and 2
        }
        # 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 graph[vertex]:
                # Check if the neighbor has the same color
                if 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
            if not graphColoring(colornames, colorsassigned, 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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