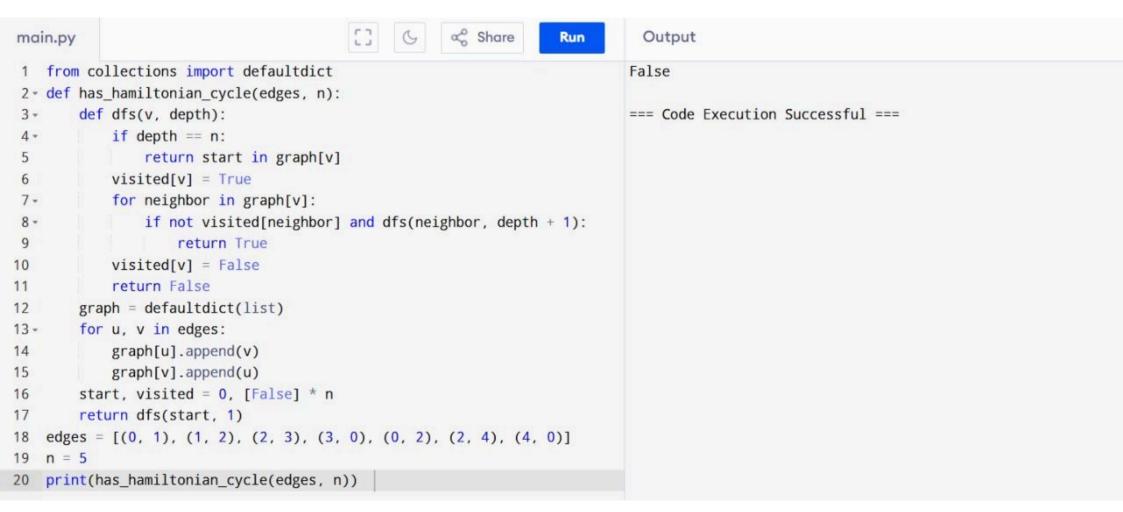
```
∝ Share
                                                                              Output
main.py
                                                                    Run
 1 - def color map(edges, n):
                                                                            Coloring of vertices: [0, 1, 2, 1]
        adj_list = [[] for _ in range(n)]
                                                                            Maximum regions you can color: 2
 2
        for u, v in edges:
 3+
            adj_list[u].append(v)
                                                                            === Code Execution Successful ===
            adj_list[v].append(u)
        colors = [-1] * n
 7 -
        for u in range(n):
            neighbor colors = {colors[v] for v in adj_list[u] if colors[v]
 8
                != -1}
            colors[u] = next(color for color in range(n) if color not in
 9
                neighbor_colors)
        turn, your count = 0, 0
10
11 -
        for u in range(n):
            if turn == 0:
12 -
13
                your count += 1
            turn = (turn + 1) \% 3
14
        return colors, your_count
15
    edges = [(0, 1), (1, 2), (2, 3), (3, 0), (0, 2)]
17 n = 4
   colors, max_your_regions = color_map(edges, n)
    print("Coloring of vertices:", colors)
   print("Maximum regions you can color:", max_your_regions)
21
```

```
∝ Share
                                                                              Output
main.py
                                                                   Run
 1 - def color_map(edges, n, k):
                                                                            ([0, 1, 2, 1], 2)
        adj = [[] for in range(n)]
                                                                            === Code Execution Successful ===
 3 +
        for u, v in edges:
            adj[u].append(v)
            adj[v].append(u)
        colors = [-1] * n
 7 -
        for u in range(n):
            used = {colors[v] for v in adj[u] if colors[v] != -1}
            colors[u] = next(c for c in range(k) if c not in used)
10
        your turns = sum(1 for i in range(n) if i % 3 == 0)
        return colors, your_turns
11
    edges = [(0, 1), (1, 2), (2, 3), (3, 0), (0, 2)]
    n, k = 4, 3
    print(color_map(edges, n, k))
15
```



```
∝ Share
                                                                             Output
main.py
                                                                   Run
   from collections import defaultdict
                                                                           True
    def has_hamiltonian_cycle(edges, n):
                                                                            === Code Execution Successful ===
        def dfs(v, depth):
            if depth == n:
                return start in graph[v]
            visited[v] = True
            for neighbor in graph[v]:
                if not visited[neighbor] and dfs(neighbor, depth + 1):
8 -
                    return True
           visited[v] = False
10
           return False
11
       graph = defaultdict(list)
12
13 -
       for u, v in edges:
            graph[u].append(v)
14
            graph[v].append(u)
15
       start, visited = 0, [False] * n
16
       return dfs(start, 1)
17
   edges = [(0, 1), (1, 2), (2, 3), (3, 0), (0, 2)]
   n = 4
   print(has_hamiltonian_cycle(edges, n)) # Output: True
21
```

```
[] G & Share
main.py
                                                                 Run
                                                                           Output
1 - def subsets(S):
                                                                          [[], [1], [1, 2], [1, 2, 3], [1, 3], [2], [2, 3], [3]]
        def backtrack(start, path):
                                                                          === Code Execution Successful ===
           subsets_list.append(path[:])
 3
           for i in range(start, len(S)):
               if i > start and S[i] == S[i - 1]:
                   continue
               path.append(S[i])
               backtrack(i + 1, path)
               path.pop()
10
       S.sort()
11
       subsets_list = []
12
       backtrack(0, [])
13
       return subsets_list
   A = [1, 2, 3]
15 print(subsets(A))
16
```

```
∝° Share
                                                                              Output
main.pv
                                                                    Run
                                                                                                                                                  Clear
1 - def subsets(nums):
                                                                            Subsets containing 3: [[3], [2, 3], [3, 4], [2, 3, 4], [3, 5], [2, 3, 5], [3
        result = [[]]
                                                                                 , 4, 5], [2, 3, 4, 5]]
        for num in nums:
                                                                            Power set of [1, 2, 3]: [[], [1], [2], [1, 2], [3], [1, 3], [2, 3], [1, 2,
            result += [curr + [num] for curr in result]
                                                                                 3]]
        return result
                                                                            Power set of [0]: [[], [0]]
6 - def subsets with element(nums, element):
                                                                            === Code Execution Successful ===
        all_subsets = subsets(nums)
        return [subset for subset in all_subsets if element in subset]
9 E = [2, 3, 4, 5]
10 x = 3
11 print("Subsets containing 3:", subsets_with_element(E, x))
12 \quad \text{nums1} = [1, 2, 3]
13 \quad nums2 = [0]
14 print("Power set of [1, 2, 3]:", subsets(nums1))
15 print("Power set of [0]:", subsets(nums2))
16
```

