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Branch: SE Computers A (Batch A)
Experiment 15: Graph Colouring
#include<stdio.h>
int n,sol[10]={0},count=0,adj[11][11]={0},m;
int can color(int node,int c)
{
    int j;
    for(j=1;j\leq node-1;j++)
          if(adj[j][node]==1 && sol[j]==c)//check whether the adjacent node's colour is same
as c
          return 0;
    }
     return 1;
void m_color(int node)
    int i,j;
    for(i=1;i<=m;i++)
          if(can_color(node,i))//check whether the node can be coloured with i
          {
               sol[node]=i;
              if(node==n) //print solution vector
                    count++;
                    printf("\n******* Solution Vector : %d ********",count);
                   printf("\n");
                   for(j=1;j<=n;j++)
                        if(sol[j]==1) //Changing 1 to Red
                              printf("RED\t");
                        else if(sol[j]==2) //Changing 2 to Green
                              printf("GREEN\t");
                        else if(sol[j]==3) //Changing 3 to Blue
                              printf("BLUE\t");
                        else if(sol[j]==4) //Changing 4 to Yellow
                              printf("YELLOW\t");
                        else if(sol[j]==5) //Changing 5 to Violet
                              printf("VIOLET\t");
                   }
                    printf("\n");
              }
              else
                    m_color(node+1); //Call to m_color method
          }
    }
```

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}

```
int main()
{
     int i,s,e,d,deg;
     printf("Enter the degree of the graph : ");//degree of the graph
     scanf("%d", &deg);
     m=deg+1;
     printf("Enter no of vertices : ");
     scanf("%d", &n);
     printf("Enter no of edges : ");
     scanf("%d", &e);
     for (i = 1; i \le e; i++) //enter the graph
     {
          printf("Enter source node :");
          scanf("%d", &s);
          if (s > n | | s == 0)
               printf("Invalid source Node\nEnter again ");
               i--;
               continue;
          }
          printf("Enter destination node :");
          scanf("%d", &d);
          if (d > n | | s == 0)
          {
               printf("Invalid destination Node\nEnter again ");
               i--;
               continue;
          adj[s][d] = 1; //Undirected Graph
          adj[d][s] = 1;
     }
     m_color(1);
}
```

Output:

C:\Users\dmell\OneDrive\Desktop\Subjects\AOA\GraphColouring

```
Enter the degree of the graph : 2
Enter no of vertices : 5
Enter no of edges : 7
Enter source node :1
Enter destination node :2
Enter source node :1
Enter destination node :3
Enter source node :2
Enter destination node :4
Enter source node :2
Enter destination node :5
Enter source node :3
Enter destination node :4
Enter source node :3
Enter destination node :5
Enter source node :4
Enter destination node :5
******* Solution Vector : 1 *******
RED GREEN GREEN RED
****** Solution Vector : 2 ********
RED GREEN GREEN BLUE RED
****** Solution Vector : 3 ********
RED BLUE BLUE RED GREEN
******* Solution Vector : 4 *******
RED BLUE BLUE GREEN RED
******* Solution Vector : 5 *******
GREEN RED RED GREEN BLUE
******* Solution Vector : 6 ********
GREEN RED RED BLUE GREEN
```