Practical no: 7

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Aim: To implement Hamiltonian Cycle algorithm using recursion in C.

Hamiltonian Cycle Algorithm (Code and Output):

```
#include <stdio.h>
#include <stdbool.h>
#define MAX 10
int graph[MAX][MAX];
int path[MAX];
int vertices;
int count = 0;
bool isSafe(int v, int k) {
  if (graph[path[k-1]][v] == 0)
     return false;
   int i;
  for (i = 0; i < k; i++) {
     if (path[i] == v)
       return false;
  }
  return true;
}
void printHamiltonianCycle() {
  int i;
  printf("\n Hamiltonian Cycle %d:\n", ++count);
  for (i = 0; i < vertices; i++) {
```

```
printf(" %d->", path[i]);
  }
  printf("%d\n\n", path[0]);
}
void hamiltonianCycleUtil(int k) {
  if (k == vertices) {
     if (graph[path[k - 1]][path[0]] == 1)
       printHamiltonianCycle();
     return;
  }
   int v;
  for (v = 1; v \le vertices; v++) {
     if (isSafe(v, k)) {
        path[k] = v;
       hamiltonianCycleUtil(k + 1);
       path[k] = -1;
}
void hamiltonianCycle(int n) {
  int i;
  for (i = 0; i \le n; i++)
     path[i] = -1;
  path[0] = 1;
  hamiltonianCycleUtil(1);
}
int main() {
  printf("\n Enter the total number of vertices: ");
  scanf("%d", &vertices);
  int i,j;
  printf("\n Enter the adjacency matrix: \n");
  for (i = 1; i \le vertices; i++) {
     printf(" ");
     for (j = 1; j \le vertices; j++) {
```

```
scanf("%d", &graph[i][j]);
}
hamiltonianCycle(vertices);
return 0;
}
```

Conclusion: We have successfully studied and implemented Hamiltonian Cycle algorithm using recursion in C.