

## Experiment No. 1

Aim: Implement N Queen Problem using Backtracking

Theoretical Background:

Algorithm:

- 1) Start in the leftmost column
- 2) If all queens are placed return true
- 3) Try all rows in the current column. Do following for every tried row.
  - a. If the queen can be placed safely in this row then mark this [row, column] as part of the solution and recursively check if placing queen here leads to a solution.
  - b. If placing queen in [row, column] leads to a solution then return true.
  - c. If placing queen doesn't lead to a solution then unmark this [row, column] (Backtrack) and go to step (a) to try other rows.
- 4) If all rows have been tried and nothing worked, return false to trigger Backtracking.

**Program:**

```
#include<stdio.h>

#include<conio.h>

#include<math.h>

void queen(int row,int n);

int board[20],count;

int main(){

int n,i,j;

clrscr();

printf(" - N Queens Problem Using Backtracking -");

printf("\n\nEnter number of Queens:");

scanf("%d",&n);

queen(1,n);

getch();

return 0;
```

```
//function for printing the solution
void print(int n)
{
    int i,j;
    printf("\n\nSolution %d:\n\n",++count);
    for(i=1;i<=n;++i)
        printf("\t%d",i);
    for(i=1;i<=n;++i)
    {
        printf("\n\n%d",i);
        for(j=1;j<=n;++j) //for nxn board
        {
            if(board[i]==j)
                printf("\tQ"); //queen at i,j position
            else
                printf("\t-"); //empty slot
        }
    }
}
```

/\*function to check conflicts If no conflict for desired position returns 1 otherwise returns 0\*/

```
int place(int row,int column)
{
    int i;
    for(i=1;i<=row-1;++i) {
        //checking column and diagonal conflicts
        if(board[i]==column)
            return 0;
        else
            if(abs(board[i]-column)==abs(i-row))
                return 0; } return 1; //no conflicts
}
```

```
//function to check for proper positioning of queen
void queen(int row,int n){
    int column;
    for(column=1;column<=n;++column) {
        if(place(row,column)) {
            board[row]=column; //no conflicts so place queen
            if(row==n) //dead end
                print(n); //printing the board configuration
            else //try queen with next position
                queen(row+1,n);
        }
    }
}
```

Output:

Conclusion:

Thus, in this experiment we have studied about N-Queen problem and how to solve it by using Backtracking algorithm.