***1600002148***

***İlker Kılınçarslan***

***How to run/compile the codes :***

In HillClimbing.cs I have Startboard function which initiates the board and queen positions. In order to try different inputs and their outcomes, you need to assign queen positions manually.

Line:150 HillClimbing.cs

Instead of manual input you can generate them randomly.

Ex:

//Queen[] presentBoard = Startboard();

Queen[] presentBoard = generateBoard();

***10 random problems (All works):***

startboard[0] = new Queen(2, 0);

startboard[1] = new Queen(5, 0);

startboard[2] = new Queen(7, 0);

startboard[3] = new Queen(4, 0);

startboard[4] = new Queen(3, 0);

startboard[5] = new Queen(1, 0);

startboard[6] = new Queen(6, 0);

startboard[7] = new Queen(0, 0);

startboard[0] = new Queen(2, 1);

startboard[1] = new Queen(5, 2);

startboard[2] = new Queen(7, 0);

startboard[3] = new Queen(4, 5);

startboard[4] = new Queen(3, 0);

startboard[5] = new Queen(3, 4);

startboard[6] = new Queen(6, 0);

startboard[7] = new Queen(0, 0);

startboard[0] = new Queen(2, 1);

startboard[1] = new Queen(5, 2);

startboard[2] = new Queen(0, 1);

startboard[3] = new Queen(4, 5);

startboard[4] = new Queen(3, 0);

startboard[5] = new Queen(3, 4);

startboard[6] = new Queen(6, 1);

startboard[7] = new Queen(0, 7);

startboard[0] = new Queen(2, 1);

startboard[1] = new Queen(5, 5);

startboard[2] = new Queen(0, 1);

startboard[3] = new Queen(4, 5);

startboard[4] = new Queen(3, 0);

startboard[5] = new Queen(4, 4);

startboard[6] = new Queen(6, 0);

startboard[7] = new Queen(7, 7);

startboard[0] = new Queen(0, 1);

startboard[1] = new Queen(1, 5);

startboard[2] = new Queen(2, 1);

startboard[3] = new Queen(4, 5);

startboard[4] = new Queen(3, 3);

startboard[5] = new Queen(4, 4);

startboard[6] = new Queen(6, 5);

startboard[7] = new Queen(7, 7);

startboard[0] = new Queen(0, 0);

startboard[1] = new Queen(1, 1);

startboard[2] = new Queen(2, 2);

startboard[3] = new Queen(4, 6);

startboard[4] = new Queen(6, 3);

startboard[5] = new Queen(4, 4);

startboard[6] = new Queen(1, 5);

startboard[7] = new Queen(0, 7);

startboard[0] = new Queen(0, 0);

startboard[1] = new Queen(1, 1);

startboard[2] = new Queen(2, 2);

startboard[3] = new Queen(4, 3);

startboard[4] = new Queen(6, 4);

startboard[5] = new Queen(4, 5);

startboard[6] = new Queen(1, 6);

startboard[7] = new Queen(0, 7);

startboard[0] = new Queen(0, 3);

startboard[1] = new Queen(1, 3);

startboard[2] = new Queen(2, 3);

startboard[3] = new Queen(4, 3);

startboard[4] = new Queen(6, 3);

startboard[5] = new Queen(4, 3);

startboard[6] = new Queen(1, 3);

startboard[7] = new Queen(0, 3);

startboard[0] = new Queen(3, 3);

startboard[1] = new Queen(3, 3);

startboard[2] = new Queen(3, 3);

startboard[3] = new Queen(3, 3);

startboard[4] = new Queen(3, 3);

startboard[5] = new Queen(3, 3);

startboard[6] = new Queen(3, 3);

startboard[7] = new Queen(3, 3);

startboard[0] = new Queen(5, 3);

startboard[1] = new Queen(0, 3);

startboard[2] = new Queen(1, 3);

startboard[3] = new Queen(1, 6);

startboard[4] = new Queen(3, 0);

startboard[5] = new Queen(4, 1);

startboard[6] = new Queen(6, 1);

startboard[7] = new Queen(7, 0);