

2.8 - Backtracking

Saturday, October 25, 2025 2:55 PM

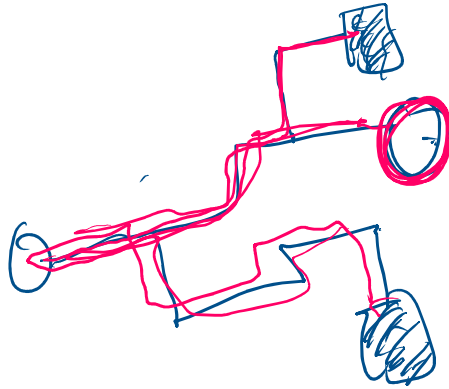
Flood Fill

0	1	1
0	1	1
1	0	1

1 1 2

Backtracking

↳ recursion + one line extra of code



all possible
paths till we
get a dead end
or a exit

↳ Backtracking is a technique in
which we undo the changes made
into recursion call if we hit
a dead end or a wrong answer.

fun(set < s >)
(a.add(u))

1

$\left\{ \begin{array}{l} a.add(u) \\ \{ fun(a) \} \\ a.remove(u) \end{array} \right\}$ (back to a)