Course Code: CSE 205 Course Title: Algorithms Theory

KSA – 2 : Assignment

**Assignment No.** 02

**Student Name :** Jahidul Islam

**Student ID** 221002504

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**Submitted to : Dr. Faiz Al Faisal,** Assistant Professor & Associate Chairperson, CSE, Green University of Bangladesh

## To be Filled by the Teacher.

**Received Date :**

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**Remarks :**

**Signature:**



**Department of Computer Science Engineering**

**Green University of Bangladesh**

# TITLE: A Lo Shu Magic Square is a 3x3 grid

A paper with text and numbers

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1. **PROBLEM STATEMENT:**

In this programming assignment, the task is to implement a program that generates a 3x3 grid simulating a Lo Shu Magic Square. A Lo Shu Magic Square is a 3x3 grid where the sum of each row, each column, and both main diagonals is the same. The magic sum is calculated using the formula n \* (n^2 + 1) / 2, and for a 3x3 grid, it is 15. Additionally, the grid must contain the numbers 1 through 9, and each number must be unique.

# OBJECTIVES/AIM:

The main objectives of this programming assignment are as follows:

Implement a C++ program that generates a 3x3 grid simulating a Lo Shu Magic Square.

Ensure that the generated grid adheres to the rules of a Lo Shu Magic Square, including the magic sum and unique numbers.

Allow user input for the 3x3 grid and display the generated square.

Check whether the generated grid is a Lo Shu Magic Square and provide appropriate feedback.

# PROCEDURE:

1. **User Input:**
   * Prompt the user to input nine numbers for a 3x3 grid.
   * Store the user-input numbers in a two-dimensional vector representing the grid.
2. **Grid Generation:**
   * Check if the input grid is a valid 3x3 square.
   * Verify that the grid contains numbers 1 through 9 without repetition.
   * Display the generated 3x3 square.
3. **Lo Shu Magic Square Check:**
   * Calculate the sum of each row, each column, and both main diagonals.
   * Ensure that the sums are equal to the magic sum of 15.
   * If the conditions are met, declare the grid as a Lo Shu Magic Square.
   * Otherwise, provide appropriate feedback indicating why the grid is not a Lo Shu Magic Square.
4. **Output:**
   * Display the result of whether the generated grid is a Lo Shu Magic Square or not.
   * If it is, show the magic sum and the generated square.
   * If it is not, provide details on why the grid does not meet the criteria.

# IMPLEMENTATION: CODE IN JAVA:

//jahidulZaid

#include <bits/stdc++.h>

using namespace std;

#define optimize() ios\_base::sync\_with\_stdio(0);cin.tie(0);cout.tie(0);

#define endl '\n'

bool isLoShuMagicSquare(vector<vector<int>>& grid) {

    if (grid.size() != 3 || grid[0].size() != 3 || grid[1].size() != 3 || grid[2].size() != 3) {

        cout << "The grid is not a 3x3 square." << endl;

        return false;

    }

    vector<bool> found(10, false);

    for (int i = 0; i < 3; i++)

        for (int j = 0; j < 3; j++)

            if (grid[i][j] < 1 || grid[i][j] > 9 || found[grid[i][j]]) {

                cout << "Invalid number in the grid." << endl;

                return false;

            } else {

                found[grid[i][j]] = true;

            }

    int magicSum = 15;

    for (int i = 0; i < 3; i++) {

        int rowSum = 0;

        int colSum = 0;

        for (int j = 0; j < 3; j++) {

            rowSum += grid[i][j];

            colSum += grid[j][i];

        }

        if (rowSum != magicSum || colSum != magicSum) {

            cout << "This is not a Lo Shu Magic Square." << endl;

            return false;

        }

    }

    if (grid[0][0] + grid[1][1] + grid[2][2] != magicSum ||

        grid[0][2] + grid[1][1] + grid[2][0] != magicSum) {

        cout << "This is not a Lo Shu Magic Square." << endl;

        return false;

    }

    cout << "This is a Lo Shu Magic Square." << endl;

    return true;

}

void displaySquare(const vector<vector<int>>& grid) {

    cout << "Generated 3x3 Square:" << endl;

    for (int i = 0; i < 3; i++) {

        for (int j = 0; j < 3; j++) {

            cout << grid[i][j] << " ";

        }

        cout << endl;

    }

}

int main() {

    vector<vector<int>> userGrid(3, vector<int>(3));

    cout << "Enter numbers for a 3x3 grid:" << endl;

    for (int i = 0; i < 3; i++)

        for (int j = 0; j < 3; j++)

            cin >> userGrid[i][j];

    displaySquare(userGrid);

    isLoShuMagicSquare(userGrid);

    return 0;

}

1. **TEST RESULT / OUTPUT:**

* Objective 1:

A computer screen shot of a computer code

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A screen shot of a computer program

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# COMPLEXITY ANALYSIS:

* **Time** **Complexity Analysis:**

1. **User Input:**
   * The time complexity for taking user input for a 3x3 grid is O(1), as it involves a fixed number of input operations.
2. **Grid Generation:**
   * Checking if the input grid is a valid 3x3 square involves constant time operations (O(1)).
   * Verifying the uniqueness of numbers and storing them in a vector has a time complexity of O(1) since the grid size is fixed.
3. **Lo Shu Magic Square Check:**
   * Calculating the sum of each row and column involves iterating over a constant number of elements (3), resulting in O(1) time complexity.
   * Checking both main diagonals requires O(1) operations.
   * Overall, the time complexity for checking whether the grid is a Lo Shu Magic Square is O(1).

* **Space Complexity Analysis:**

1. **User Input:**
   * The space complexity for storing the user-input grid is O(1) since the size is fixed (3x3).
2. **Grid Generation:**
   * The space complexity for storing the generated grid is O(1) as it involves a fixed number of elements.
3. **Lo Shu Magic Square Check:**
   * The space complexity for storing a vector to check the uniqueness of numbers is O(1) since the grid size is fixed.
   * Other variables used in the Lo Shu Magic Square check (like **magicSum**, **rowSum**, **colSum**) have constant space complexity.
4. **Overall Space Complexity:**
   * The overall space complexity of the program is O(1) since the memory usage remains constant regardless of the input size.

# CONCLUSION:

* The procedure involves initializing the input, applying a dynamic programming approach through separate functions, displaying the results, and providing insights into the time complexity.
* The program successfully addresses the grid addition problem, yielding the highest and lowest totals attainable through the defined rules.

This procedure outlines the steps taken to execute the program, emphasizing clarity in input handling, dynamic programming, and results presentation.