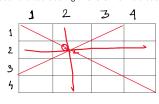
The **4-Queens Problem** is a well-known puzzle that involves placing 4 queens on an 4×4 chessboard in such a way that no two queens threaten each other.

How to Solve the 4 Queen Problem?

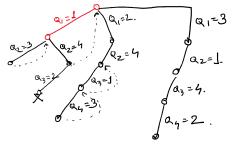
To solve this problem, we will use a backtracking algorithm. Backtracking is a technique where we explore all possible solutions by incrementally building the solution and backtracking whenever we find that the current solution is invalid.

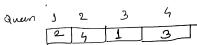
Each quen should be in different Ross, different column and different disposed.

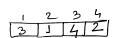


$Q_1 = Rowl$				
Qz=RowZ/				
Q3 = Row3				
Q4 c Raw 4.				

	ť	2	3	4
1			Q ₁	
2	Q2			
3	•	•		હ્ય ૭
4	•	Q4		







N-Queen Problem (4x4) – Theory Using Backtracking

The N-Queen problem is a classic backtracking problem where the goal is to place N queens on an N \times N chessboard such that no two queens threaten each other. This means:

No two queens can be in the same row, same column, or same diagonal.

In the **4x4 N-Queen problem**, we have to place **4 queens** on a **4x4 board** without any queen attacking another

Backtracking Approach

Backtracking is a trial-and-error method that incrementally builds solutions and backtracks when a confliis detected.

Steps:

- 1. Start from column 0, try placing a queen in each row one by one
- 2. For each attempted position, check if it is safe:
 - No other queen in the same **row** to the left.
 - No other queen in the upper left diagona
- No other gueen in the lower left diagonal.
- 3. If safe, place the queen and recursively attempt to place the next queen in the next column.
- If placing a gueen leads to no solution, hardstack, remove the gueen and try the next position.
- Repeat until all 4 queens are placed successfully.

Base Case

If all 4 queens are placed (i.e., column index = 4), then a valid solution is found.

Time Complexity

The worst-case time complexity is O(N!), as we may need to try all permutations.

