

8-Queen SOLVER

8 queen solver is a solver for 8*8 queen game

8-Queen configuration

1. Go into the dir "8-queenSolver/"
2. Save a 8*8 queen game file under dir "test_game/"

eg: test_game/8queen1.txt

```
1 | $ cat test_game/8queen1.txt
2 | x x x x x x 1 x
3 | x x x x x x x x
4 | x x x x x x x x
5 | x x x x x x x x
6 | x x x x x x x x
7 | x x x x x x x x
8 | x x x x x x x x
9 | x x x x x x x x
```

1 stands for one queen

x stands for no queen

Usage

```
1 | $ make clean
2 | $ make solve test_game/8queen1.txt
```

Example

```

1  $ make solve test_game/8queen2.txt
2  =====[ Problem Statistics ]=====
3  |
4  WARNING! DIMACS header mismatch: wrong number of variables.
5  |   Number of variables:           88
6  |   Number of clauses:             527
7  |   Parse time:                    0.00 s
8  |
9  =====[ Search Statistics ]=====
10 | Conflicts |          ORIGINAL          |          LEARNT          | Progre
11 |           |   Vars  Clauses Literals |   Limit  Clauses Lit/C1 |
12 |=====|=====|=====|=====|=====|
13 |=====|=====|=====|=====|=====|
14 restarts          : 1
15 conflicts          : 2              (2090 /sec)
16 decisions          : 39             (0.00 % random) (40752 /sec)
17 propagations       : 118            (123302 /sec)
18 conflict literals  : 11             (0.00 % deleted)
19 Memory used        : 0.12 MB
20 CPU time           : 0.000957 s
21 SATISFIABLE
22 x x o x x x x x
23 x x x x x o x x
24 x x x o x x x x
25 x o x x x x x x
26 x x x x x x x o
27 x x x x o x x x
28 x x x x x x o x
29 o x x x x x x x
30 make: `test_game/8queen2.txt' is up to date.

```

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