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Assignment no :- 2
Title:- Implement A star Algorithm for any game search problem.
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                      Roll No:-74
                                      Batch:-T4
                                                      Subject:-LP-II(AI)
# Taking number of queens as input from user
print ("Enter the number of queens")
N = int(input())
# here we create a chessboard
# NxN matrix with all elements set to 0
board = [[0]*N \text{ for } \_\text{ in range}(N)]
def attack(i, j):
  #checking vertically and horizontally
  for k in range(0,N):
     if board[i][k]==1 or board[k][j]==1:
       return True
  #checking diagonally
  for k in range(0,N):
     for 1 in range(0,N):
       if (k+l==i+j) or (k-l==i-j):
          if board[k][l]==1:
            return True
  return False
def N_queens(n):
  if n==0:
     return True
  for i in range(0,N):
     for j in range(0,N):
       if (not(attack(i,j))) and (board[i][j]!=1):
          board[i][j] = 1
          if N_{queens(n-1)}==True:
            return True
          board[i][j] = 0
  return False
N_queens(N)
for i in board:
  print (i)
```

/*

Enter the number of queens

8

[1, 0, 0, 0, 0, 0, 0, 0]

[0, 0, 0, 0, 1, 0, 0, 0]

[0, 0, 0, 0, 0, 0, 0, 1]

[0, 0, 0, 0, 0, 1, 0, 0]

[0, 0, 1, 0, 0, 0, 0, 0]

[0, 0, 0, 0, 0, 0, 1, 0]

[0, 1, 0, 0, 0, 0, 0, 0]

[0, 0, 0, 1, 0, 0, 0, 0]

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