

# Computer Project

(2017-2019)

Satvik Saha

Class: XI B

Roll number: 24

*“Writing code a computer can understand is science. Writing code  
other programmers can understand is an art.”*

— **Jason Gorman**

“When in doubt, use brute force.”

— Ken Thompson

**Problem 1** An  $n$  digit integer  $(a_1a_2 \dots a_n)$ , where each digit  $a_i \in \{0, 1, \dots, 9\}$ , is said to have *unique digits* if no digits are repeated, i.e., there is no  $i, j$  such that  $a_i = a_j$  ( $i \neq j$ ).

Verify whether an inputted number has *unique digits*.

## Solution

## Source Code

```
1 public class Unique {
2     public static void main (String[] args) {
3         try {
4             long number = Long.parseLong(args[0]);
5             if (isUnique(number)) {
6                 System.out.println("Unique Number!");
7             } else {
8                 System.out.println("Not a Unique Number!");
9             }
10        } catch (NumberFormatException e) {
11            System.out.println("Enter an integer as the first argument!");
12        } catch (IndexOutOfBoundsException e) {
13            System.out.println("Enter 1 argument (integer)!");
14        }
15    }
16
17    public static boolean isUnique (long number) {
18        int[] count = new int[10];
19        for (long n = Math.abs(number); n > 0; n /= 10) {
20            int digit = (int) n % 10;
21            count[digit]++;
22            if (count[digit] > 1){
23                return false;
24            }
25        }
26        return true;
27    }
28 }
```

*“Elegance is not a dispensable luxury but a factor that decides between success and failure.”*

— Edsger W. Dijkstra

**Problem 2** A *partition* of a positive integer  $n$  is defined as a collection of other positive integers such that their sum is equal to  $n$ . Thus, if  $(a_1, a_2, \dots, a_k)$  is a partition of  $n$ ,

$$n = a_1 + a_2 + \dots + a_k \quad (a_i \in \mathbb{Z}^+)$$

Display every *unique partition* of an inputted number.

## Solution

## Source Code

```
1
2 public class Partition {
3     public static void main (String[] args) {
4         try {
5             int target = Integer.parseInt(args[0]);
6             if (target < 1) {
7                 throw new NumberFormatException();
8             }
9             partition(target);
10        } catch (NumberFormatException e) {
11            System.out.println("Enter a natural number as the first
12                argument!");
13        } catch (IndexOutOfBoundsException e) {
14            System.out.println("Enter 1 argument (natural number)!");
15        }
16    }
17    public static void partition (int target) {
18        partition(target, target, "");
19    }
20    public static void partition (int target, int previousTerm, String suffix) {
21        if (target == 0)
22            System.out.println(suffix);
23        for (int i = 1; i <= target && i <= previousTerm; i++)
24            partition(target - i, i, suffix + " " + i);
25    }
26 }
```

*“Simplicity is the ultimate sophistication.”*

— Leonardo da Vinci

**Problem 3** A *Caesar cipher* is a type of monoalphabetic substitution cipher in which each letter in the plaintext is replaced by a letter some fixed number of positions down the alphabet. The positions are circular, i.e., after reaching *Z*, the position wraps around to *A*. For example, following is some encrypted text, using a right shift of 5.

Plain: ABCDEFGHIJKLMNOPQRSTUVWXYZ  
Cipher: FGHIJKLMNOPQRSTUVWXYZABCDE

Thus, after mapping the alphabet according to the scheme  $A \mapsto 0, B \mapsto 1, \dots, Z \mapsto 23$ , we can define an encryption function  $E_n$ , in which a letter  $x$  is shifted rightwards by  $n$  as follows.

$$E_n(x) = (x + n) \mod 26$$

The corresponding decryption function  $D_n$  is simply

$$D_n(x) = (x - n) \mod 26$$

Implement a simple version of a *Caesar cipher*, encrypting capitalized plaintext by shifting it by a given value. Interpret positive shifts as rightwards, negative as leftwards.

## Solution

### Source Code

```
1 public class CaesarShift {
2     public static void main (String[] args) {
3         try {
4             int shift = Integer.parseInt(args[0]) % 26;
5             String plaintext = args[1].toUpperCase();
6             String ciphertext = "";
7             for (int i = 0; i < plaintext.length(); i++) {
8                 char plain = plaintext.charAt(i);
9                 char crypt = ' ';
10                if ('A' <= plain && plain <= 'Z') {
11                    crypt = numToChar(charToNum(plain) + shift);
12                } else {
13                    crypt = plain;
14                }
15                ciphertext += crypt;
16            }
17        }
18    }
19 }
```

```

16         }
17         System.out.println(ciphertext);
18     } catch (NumberFormatException e) {
19         System.out.println("Enter an integer as the first argument!");
20     } catch (IndexOutOfBoundsException e) {
21         System.out.println("Enter 2 arguments (shift, plaintext)!");
22     }
23 }
24
25 public static int charToNum (char letter) {
26     return Character.toUpperCase(letter) - 'A';
27 }
28
29 public static char numToChar (int number) {
30     return (char) ('A' + Math.floorMod(number, 26));
31 }
32 }

```

*“There are 2 hard problems in computer science: cache invalidation,  
naming things, and off-by-1 errors.”*

— Leon Bambrick

**Problem 4** A *palindrome* is a sequence of characters which reads the same backwards as well as forwards. For example, *madam*, *racecar* and *kayak* are words which are palindromes. Similarly, the sentence “A man, a plan, a canal -- Panama!” is also a plaindrome.

Analyze a sentence of input and display all *words* which are palindromes. If the entire *sentence* is also a palindrome, display it as well.

*(A word is an unbroken sequence of characters, separated from other words by whitespace. Ignore single letter words such as I and a. Ignore punctuation, numeric digits, whitespace and case while analyzing the entire sentence.)*

## Solution

### Source Code

```
1 import java.util.Scanner;
2
3 public class Palindrome {
4     public static void main (String[] args) {
5         System.out.print("Enter your sentence : ");
6         String sentence = (new Scanner(System.in)).nextLine().trim();
7         boolean foundPalindrome = false;
8         System.out.println("Palindromes : ");
9         foundPalindrome |= checkWords(sentence);
10        foundPalindrome |= checkSentence(sentence);
11        if (!foundPalindrome) {
12            System.out.println("No palindromes found!");
13        }
14    }
15
16    public static boolean checkWords (String sentence) {
17        boolean foundPalindrome = true;
18        int start = -1;
19        int end = 0;
20        while (end < sentence.length()) {
21            while (Character.isWhitespace(sentence.charAt(++start)));
22            end = start;
```

```

23         while (end < sentence.length() &&
24                !Character.isWhitespace(sentence.charAt(end++)));
25         String word = sentence.substring(start, end).trim();
26         if (isPalindrome(word)) {
27             foundPalindrome = true;
28             System.out.println(getAlphabets(word));
29         }
30         start = end - 1;
31     }
32     return foundPalindrome;
33 }
34
35 public static boolean checkSentence (String sentence) {
36     if (isPalindrome(sentence)) {
37         System.out.println(sentence);
38         return true;
39     }
40     return false;
41 }
42
43 public static boolean isPalindrome (String text) {
44     String rawText = getAlphabets(text).toUpperCase();
45     for (int i = 0, j = rawText.length() - 1; i < j; i++, j--) {
46         if (rawText.charAt(i) != rawText.charAt(j)) {
47             return false;
48         }
49     }
50     return (rawText.length() > 1);
51 }
52
53 public static String getAlphabets (String text) {
54     String rawText = "";
55     for (int i = 0; i < text.length(); i++) {
56         if (Character.isAlphabetic(text.charAt(i))) {
57             rawText += text.charAt(i);
58         }
59     }
60     return rawText;
61 }

```



*“In programming the hard part isn’t solving problems, but deciding what problems to solve.”*

— Paul Graham

**Problem 5** The *Sieve of Eratosthenes* is a simple, ancient algorithm for finding all prime numbers up to any given limit. It does so by iteratively marking as composite the multiples of each prime, starting with the first prime number, 2.

Implement the *Sieve of Eratosthenes* to display primes upto a given limit, as well as the number of primes calculated.

## Solution

### Source Code

```
1 public class SieveOfEratosthenes {
2     private final int upperLimit;
3     private boolean[] primes;
4
5     public SieveOfEratosthenes (int upperLimit) {
6         this.upperLimit = upperLimit;
7         this.initPrimes();
8     }
9
10    public boolean[] getPrimes () {
11        return primes;
12    }
13
14    public void initPrimes () {
15        this.primes = new boolean[upperLimit];
16        primes[0] = false;
17        primes[1] = false;
18        for (int i = 2; i < upperLimit; i++)
19            primes[i] = true;
20    }
21
22    public void sievePrimes () {
23        int prime = 2;
24        while ((prime * prime) < upperLimit) {
25            int multiple = prime * prime;
26            while (multiple < upperLimit) {
27                primes[multiple] = false;
28                multiple += prime;
29            }
30            prime++;
31        }
32    }
33 }
```

```

29         }
30         while (!primes[++prime]);
31     }
32 }
33 }

1 public class Primes {
2     public static void main (String[] args) {
3         try {
4             int upperLimit = Integer.parseInt(args[0]);
5             if (upperLimit < 2)
6                 throw new NumberFormatException();
7             SieveOfEratosthenes sieve = new
8                 SieveOfEratosthenes(upperLimit);
9             sieve.sievePrimes();
10            showPrimes(sieve.getPrimes());
11        } catch (NumberFormatException | ArrayIndexOutOfBoundsException e) {
12            System.out.println("Enter an integer (>1) as the first
13                argument!");
14            System.out.println("(Primes will be displayed up to, not
15                including this integer)");
16        }
17    }

18    public static void showPrimes (boolean[] primes) {
19        int primeCount = 0;
20        int maxLength = Integer.toString(primes.length).length();
21        for (int i = 0; i < primes.length; i++) {
22            if (primes[i]) {
23                System.out.printf("%" + maxLength + "d ", i);
24                primeCount++;
25            }
26        }
27        System.out.println("\nTotal number of primes : " + primeCount);
28    }
29 }

```

*“Any fool can use a computer. Many do.”*

— Ted Nelson

**Problem 6** Design a simple interface for an examiner which can format and display marks scored by a group of students in a particular examination. Calculate the percentage scored by each candidate and display the list of students and percentages in an ASCII bar chart, arranged alphabetically.

## Solution

### Source Code

```
1 public class Marksheet {
2     public static final int SCREEN_WIDTH = 100;
3     private final double maxMarks;
4     private final int numberOfStudents;
5     private int lastStudent;
6     private String[] names;
7     private double[] marks;
8
9     public Marksheet (double maxMarks, int numberOfStudents) {
10         this.maxMarks = maxMarks;
11         this.numberOfStudents = numberOfStudents;
12         this.names = new String[numberOfStudents];
13         this.marks = new double[numberOfStudents];
14         this.lastStudent = -1;
15     }
16
17     public boolean addMarks (String name, double score) {
18         try {
19             names[++lastStudent] = name;
20             marks[lastStudent] = score;
21             return true;
22         } catch (IndexOutOfBoundsException e) {
23             return false;
24         }
25     }
26
27     public void displayChart () {
28         System.out.println(Marksheet.multiplyString("-",
29                             Marksheet.SCREEN_WIDTH));
30         for (int i = 0; i <= lastStudent; i++) {
31             double fraction = marks[i] / maxMarks;
```

```

31         String name = (names[i].length() < 16)
32             ? names[i]
33             : (names[i].substring(0,13) + "...");
34         int points = (int) (fraction * (SCREEN_WIDTH - 34));
35         String bar = multiplyString("*", points)
36             + multiplyString(" ", SCREEN_WIDTH - 34 - points);
37         System.out.printf("| %16s | %s | %6.2f %% |\n"
38             , name
39             , bar
40             , fraction * 100);
41     }
42     System.out.println(Marksheet.multiplyString("-",
43         Marksheet.SCREEN_WIDTH));
44
45     public void displayMaxScorers () {
46         String maxScorers = "";
47         double maxScore = getMaxScore();
48         for (int i = 0; i <= lastStudent; i++) {
49             if (marks[i] == maxScore) {
50                 maxScorers += ", " + names[i];
51             }
52         }
53         System.out.println(maxScorers.substring(1)
54             + " scored the highest ("
55             + maxScore + "/"
56             + maxMarks + ")");
57     }
58
59     public void sortByName () {
60         for (int right = lastStudent; right > 0; right--)
61             for (int i = 1; i <= right; i++)
62                 if (names[i-1].compareToIgnoreCase(names[i]) > 0)
63                     swapRecords(i, i - 1);
64     }
65
66
67     public double getMaxScore () {
68         double max = Integer.MIN_VALUE;
69         for (int i = 0; i <= lastStudent; i++) {
70             max = Math.max(max, marks[i]);
71         }
72         return max;
73     }
74
75     private void swapRecords (int x, int y) {

```

```

76         String tempName = names[x];
77         double tempMark = marks[x];
78         names[x] = names[y];
79         marks[x] = marks[y];
80         names[y] = tempName;
81         marks[y] = tempMark;
82     }
83
84     public static String multiplyString (String s, int n) {
85         String out = "";
86         while (n --> 0)
87             out += s;
88         return out;
89     }
90 }

1  import java.util.Scanner;
2  import java.util.InputMismatchException;
3
4  public class ScoreRecorder {
5      public static void main (String[] args) {
6          Scanner inp = new Scanner(System.in);
7          double maxMarks = 0.0;
8          int numberOfStudents = 0;
9          try {
10             System.out.print("Enter the maximum marks allotted for each
11                 student : ");
12             maxMarks = inp.nextDouble();
13             System.out.print("Enter the total number of students : ");
14             numberOfStudents = inp.nextInt();
15             if (maxMarks <= 0) {
16                 System.out.println("Maximum marks must be positive!");
17                 System.exit(0);
18             }
19             if (numberOfStudents <= 0) {
20                 System.out.println("Number of students must be
21                     positive!");
22                 System.exit(0);
23             }
24             Marksheet sheet = new Marksheet(maxMarks, numberOfStudents);
25             System.out.println("Enter " + numberOfStudents + " students'
26                 names and marks : ");
27             for (int i = 0; i < numberOfStudents; i++) {
28                 String name = "";
29                 while (!inp.hasNextDouble()) {

```

```

27         name += inp.next() + " ";
28     }
29     double marks = inp.nextDouble();
30     if (marks <= 0 || marks > maxMarks) {
31         System.out.println("Marks must be within 0.0 and
32             " + maxMarks + "!");
33         System.exit(0);
34     }
35     sheet.addMarks(name.trim(), marks);
36 }
37 sheet.sortByName();
38 sheet.displayChart();
39 sheet.displayMaxScorers();
40 } catch (InputMismatchException e) {
41     System.out.println("Invalid Input!");
42     System.exit(0);
43 }
44 }

```

“To iterate is human, to recurse divine”

— L. Peter Deutsch

**Problem 7** The *determinant* of a square matrix  $A_{n,n}$  is defined recursively as follows.

$$\det(A_{n,n}) = \begin{vmatrix} a_{1,1} & a_{1,2} & \cdots & a_{1,n} \\ a_{2,1} & a_{2,2} & \cdots & a_{2,n} \\ \vdots & \vdots & \ddots & \vdots \\ a_{n,1} & a_{n,2} & \cdots & a_{n,n} \end{vmatrix} = \sum_{j=1}^n (-1)^{i+j} a_{i,j} \cdot \det(M_{i,j})$$

where  $M_{i,j}$  is defined as the minor of  $A_{n,n}$ , an  $(n-1) \times (n-1)$  matrix formed by removing the  $i$ th row and  $j$ th column from  $A_{n,n}$ .

The determinant of a  $(2 \times 2)$  matrix is simply given by

$$\begin{vmatrix} a & b \\ c & d \end{vmatrix} = ad - bc$$

For example, the determinant of a  $(3 \times 3)$  matrix is given by the following expression.

$$\begin{vmatrix} a & b & c \\ d & e & f \\ g & h & i \end{vmatrix} = a \begin{vmatrix} e & f \\ h & i \end{vmatrix} - b \begin{vmatrix} d & f \\ g & i \end{vmatrix} + c \begin{vmatrix} d & e \\ g & h \end{vmatrix} \\ = aei + bfg + cdh - ceg - bdi - afh$$

Calculate the *determinant* of an inputted  $(n \times n)$  square matrix.

**Solution**

**Source Code**

```
1 public class Matrix {
2     protected final int rows;
3     protected final int columns;
4     protected int[][] elements;
5
6     public Matrix (int rows, int columns) {
7         this.rows = rows;
8         this.columns = columns;
9         this.elements = new int[rows][columns];
```

```

10     }
11
12     public int getRows () {
13         return this.rows;
14     }
15
16     public int getColumns () {
17         return this.columns;
18     }
19
20     public void setElementAt (int element, int row, int column) {
21         if (row < 1 || row > rows || column < 1 || column > columns)
22             return;
23         elements[row-1][column-1] = element;
24     }
25
26     public int getElementAt (int row, int column) {
27         if (row < 1 || row > rows || column < 1 || column > columns)
28             return Integer.MIN_VALUE;
29         return elements[row-1][column-1];
30     }
31
32 }

1 public class SquareMatrix extends Matrix {
2     protected int size;
3     public SquareMatrix (int size) {
4         super(size, size);
5         this.size = size;
6     }
7
8     public int getSize () {
9         return this.size;
10    }
11
12    public int getDeterminant () {
13        if (this.size == 1)
14            return getElementAt(1, 1);
15        if (this.size == 2)
16            return (getElementAt(1, 1) * getElementAt(2, 2))
17                - (getElementAt(1, 2) * getElementAt(2, 1));
18        int determinant = 0;
19        for (int i = 1; i <= size; i++)
20            determinant += ((int) Math.pow(-1, 1+i)) * getElementAt(1, i)
21                        * getMinorMatrix(1,

```



```

22         i).getDeterminant();
23     }
24
25     public SquareMatrix getMinorMatrix (int row, int column) {
26         if (row < 1 || row > size || column < 1 || column > size)
27             return null;
28         if (this.size <= 1)
29             return new SquareMatrix(0);
30         SquareMatrix minor = new SquareMatrix(this.size - 1);
31         for (int i = 1, p = 1; p < size; i++, p++) {
32             if (i == row)
33                 i++;
34             for (int j = 1, q = 1; q < size; j++, q++) {
35                 if (j == column)
36                     j++;
37                 minor.setElementAt(this.getElementAt(i, j), p, q);
38             }
39         }
40         return minor;
41     }
42 }

1  import java.util.Scanner;
2
3  public class Determinant {
4      public static void main (String[] args) {
5          Scanner inp = new Scanner(System.in);
6          try {
7              System.out.print("Enter the size of the (size X size) square
              matrix : ");
8              int size = inp.nextInt();
9              SquareMatrix matrix = new SquareMatrix(size);
10             System.out.println("Enter " + (size * size) + " integers : ");
11             for (int i = 1; i <= size; i++)
12                 for (int j = 1; j <= size; j++)
13                     matrix.setElementAt(inp.nextInt(), i, j);
14             System.out.println("\nThe determinant is : " +
                matrix.getDeterminant());
15         } catch (Exception e) {
16             System.out.println("Invalid Input!");
17         }
18     }
19
20     public static void showMatrix (Matrix m) {

```

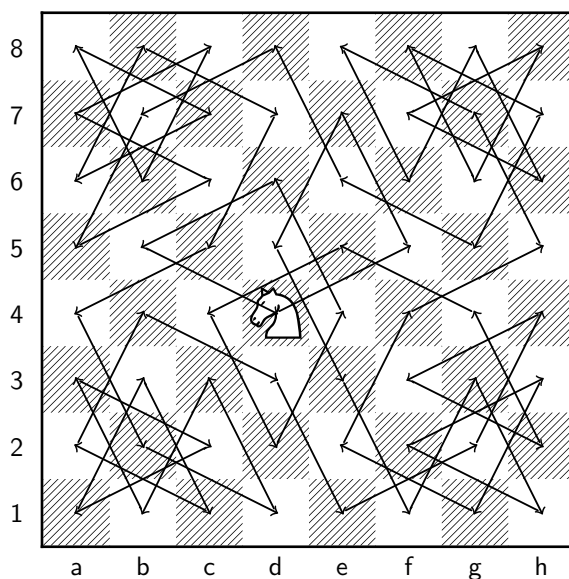
```
21         for (int i = 1; i <= m.getRows(); i++) {
22             for (int j = 1; j <= m.getColumns(); j++) {
23                 System.out.printf("%4d ", m.getElementAt(i, j));
24             }
25             System.out.println();
26         }
27     }
28 }
```

*“My project is 90% done. I hope the second half goes as well.”*

— Scott W. Ambler

**Problem 8** A *Knight’s Tour* is a sequence of moves of a knight on a chessboard such that the *knight* visits every square only once. If the knight ends on a square that is one knight’s move from the beginning square, the tour is *closed* forming a closed loop, otherwise it is *open*.

There are many ways of constructing such paths on an empty board. On an  $8 \times 8$  board, there are no less than 26,534,728,821,064 *directed*<sup>1</sup> *closed* tours. Below is one of them.



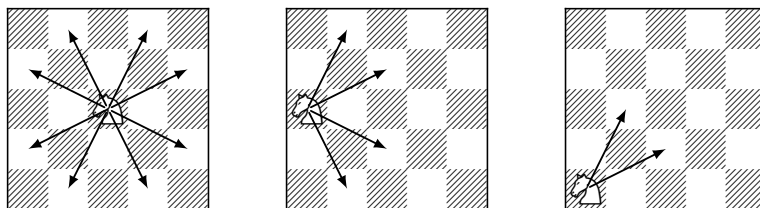
Construct a *Knight’s Tour* (*open* or *closed*) on an  $n \times n$  board, starting from a given square.

(Mark each square with the move number on which the knight landed on it. Mark the starting square 1.)

---

<sup>1</sup>Two tours along the same path that travel in opposite directions are counted separately, as are rotations and reflections.

**Solution** A knight on a chessboard can move to a square that is two squares away horizontally and one square vertically, or two squares vertically and one square horizontally.



The mobility of a knight can vary greatly with its position on the board — near the centre, it can jump to one of 8 squares while when in a corner, it can jump to only 2. On the other hand, the number of possible *sequences* of squares a knight can traverse grows extremely quickly. Although it may seem that a simple *brute force* search can quickly find one of *trillions* of solutions, there are approximately  $4 \times 10^{51}$  different paths to consider on an  $8 \times 8$  board. For even larger boards, iterating through every possible path is clearly impractical.<sup>[citation needed]</sup>

This problem calls for implementing a *backtracking*<sup>2</sup> *algorithm*, coupled with some *heuristic*<sup>3</sup> to speed up the search. One such heuristic is *Warnsdorf's Rule*.

The knight is moved so that it always proceeds to the square from which the knight will have the *fewest* onward moves.

This allows us to define a ranking algorithm for each possible path — the positions which result in the smallest number of further moves, or is furthest away from the board's centre will be investigated first. In case of a tie, we can either proceed without making any changes to the already existing positions, or introduce a random element. This has the effect of producing different results on successive executions, giving a variety of solutions.

One drawback of resolving ties randomly is that an early “wrong” choice in the position tree can force the calculation of every resulting path without reaching a solution, effectively reducing the algorithm to a brute force search. This is especially problematic

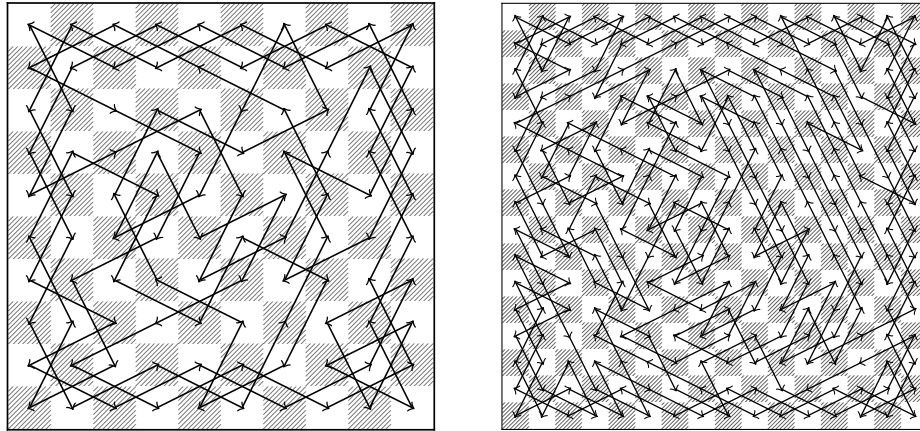
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<sup>2</sup>Backtracking is a general algorithm for finding some or all solutions to some computational problems that incrementally builds candidates to the solutions, and abandons each partial candidate (“backtracks”) as soon as it determines that the candidate cannot possibly be completed to a valid solution.

<sup>3</sup>A heuristic technique is any approach to problem solving that employs a practical method not guaranteed to be optimal or perfect, but sufficient for the immediate goals. Where finding an optimal solution is impossible or impractical, heuristic methods can be used to speed up the process of finding a satisfactory solution.

for large boards, where it may take hours to backtrack and reach a solution. Thus, the “randomness factor” should be adjusted according to the board size.

A high randomness can be useful for searching specifically for *closed tours*, as a randomness of 0 simply produces the same solution every time (which may or may not be closed). Below are some tours generated by the program.



The tendency of the path to remain close to the edges of the board is clearly evident.

## Source Code

```
1 public class TourSolver {
2     private final int size;
3     private Position[] path;
4     private int numberOfMoves;
5     private int[] [] board;
6     private int[] [] degreesOfFreedom;
7     private Position initPosition;
8     private double tieBreakRandomness;
9
10    private static final int[] [] KNIGHT_MOVES = {
11        {-1, -2}, {-1, 2}, {1, -2}, {1, 2},
12        {-2, -1}, {-2, 1}, {2, -1}, {2, 1}
13    };
14
15    public TourSolver (int size, Position initPosition, double randomness) {
16        this.size = size;
17        this.initPosition = initPosition;
18        this.tieBreakRandomness = randomness / 2.0;
19        this.path = new Position[size * size];
20        this.numberOfMoves = 0;
21        this.initBoard();
```

```

22         this.initDegreesOfFreedom();
23     }
24
25     public void resetSolution () {
26         this.path = new Position[size * size];
27         this.numberOfMoves = 0;
28         this.initBoard();
29     }
30
31     private void initBoard () {
32         board = new int[size][size];
33         for (int i = 0; i < size; i++)
34             for (int j = 0; j < size; j++)
35                 board[i][j] = 0;
36     }
37
38     private void initDegreesOfFreedom () {
39         degreesOfFreedom = new int[size][size];
40         for (int i = 0; i < size; i++)
41             for (int j = 0; j < size; j++)
42                 degreesOfFreedom[i][j] = getPossibleMovesCount(new
43                     Position(i, j));
44     }
45
46     public boolean addMove (Position p) {
47         if (numberOfMoves < (size * size)) {
48             path[numberOfMoves++] = p;
49             board[p.getX()][p.getY()] = numberOfMoves;
50             return true;
51         }
52         return false;
53     }
54
55     public boolean removeMove () {
56         if (numberOfMoves > 0) {
57             Position p = path[numberOfMoves - 1];
58             board[p.getX()][p.getY()] = 0;
59             path[--numberOfMoves] = null;
60             return true;
61         }
62         return false;
63     }
64
65     public int[][] getBoard () {
66         return board;
67     }

```

```

67
68     public Position[] getSolution () {
69         if (size < 5)
70             return null;
71         addMove(initPosition);
72         if(solve(initPosition))
73             return path;
74         return null;
75     }
76
77     public boolean solve (Position p) {
78         if (numberOfMoves == (size * size))
79             return true;
80         Position[] possibleMoves = getPossibleMoves(p);
81         if (possibleMoves[0] == null)
82             return false;
83         sortMoves(possibleMoves);
84         for (Position move : possibleMoves) {
85             if (move != null) {
86                 addMove(move);
87                 if (solve(move))
88                     return true;
89                 removeMove();
90             }
91         }
92         return false;
93     }
94
95     public void sortMoves (Position[] moves) {
96         int count = 0;
97         for (Position p : moves)
98             if (p != null)
99                 count++;
100         for (int right = count; right > 0; right--)
101             for (int i = 1; i < right; i++)
102                 if (compareMoves(moves[i-1], moves[i]) > 0)
103                     swapMoves(i-1, i, moves);
104     }
105
106     public int compareMoves (Position a, Position b) {
107         int aCount = getPossibleMovesCount(a);
108         int bCount = getPossibleMovesCount(b);
109         if (aCount != bCount)
110             return aCount - bCount;
111         int aFree = degreesOfFreedom[a.getX()][a.getY()];
112         int bFree = degreesOfFreedom[b.getX()][b.getY()];

```

```

113         if (aFree != bFree)
114             return aFree - bFree;
115         return (Math.random() < tieBreakRandomness)? 1 : -1;
116     }
117
118     private static void swapMoves (int x, int y, Position[] moves) {
119         Position t = moves[x];
120         moves[x] = moves[y];
121         moves[y] = t;
122     }
123
124     public Position[] getPossibleMoves (Position start) {
125         Position[] possibleMoves = new Position[KNIGHT_MOVES.length];
126         int i = 0;
127         for (int[] move : KNIGHT_MOVES) {
128             int x = start.getX() + move[0];
129             int y = start.getY() + move[1];
130             if (isWithinBoard(x, y) && board[x][y] == 0) {
131                 possibleMoves[i++] = new Position(x, y);
132             }
133         }
134         return possibleMoves;
135     }
136
137     public int getPossibleMovesCount (Position start) {
138         int i = 0;
139         for (Position p : getPossibleMoves(start))
140             if (p != null)
141                 i++;
142         return i;
143     }
144
145     public boolean isWithinBoard (int x, int y) {
146         return (x >= 0 && x < size && y >= 0 && y < size);
147     }
148 }

```

```

1 public class Position {
2     private final int x;
3     private final int y;
4
5     public Position (int x, int y) {
6         this.x = x;
7         this.y = y;
8     }

```



```

9
10     public Position (String s) {
11         int x = 0;
12         int i = 0;
13         while (i < s.length() && Character.isAlphabetic(s.charAt(i))) {
14             x = (x * 26) + Character.toLowerCase(s.charAt(i)) - 'a' + 1;
15             i++;
16         }
17         int y = Integer.parseInt(s.substring(i));
18         this.x = x - 1;
19         this.y = y - 1;
20     }
21
22     public int getX () {
23         return x;
24     }
25
26     public int getY () {
27         return y;
28     }
29
30     public boolean equals (Position p) {
31         return (p != null)
32             && (this.getX() == p.getX()) && (this.getY() == p.getY());
33     }
34
35     @Override
36     public String toString () {
37         return xToString(this.x) + (this.y + 1);
38     }
39
40     public static String xToString (int n) {
41         int x = n + 1;
42         String letters = "";
43         while (x > 0) {
44             letters = (char) ('a' + (--x % 26)) + letters;
45             x /= 26;
46         }
47         return letters;
48     }
49 }

1 public class KnightTour {
2     public static void main (String[] args) {
3         try {

```

```

4         int boardSize = Integer.parseInt(args[0]);
5         if (boardSize <= 0)
6             throw new NumberFormatException();
7         String initSquare = (args.length > 1)? args[1] : "a1";
8         double randomness = (args.length > 2)?
            Double.parseDouble(args[2])
9                                     : Math.pow(0.8, boardSize) * 2;
10        TourSolver t = new TourSolver(boardSize, new
            Position(initSquare), randomness);
11        Position[] solution = t.getSolution();
12        if (solution != null) {
13            showBoard(t.getBoard());
14            showMoves(solution);
15            if (isClosed(solution))
16                System.out.println("\nThe tour is Closed!");
17        } else {
18            System.out.println("No Knight's Tours found!");
19        }
20    } catch (Exception e) {
21        System.out.print("Enter an integer (> 1) as the first
            argument, ");
22        System.out.println("and a well formed chessboard coordinate as
            the second!");
23        System.out.println("                                (size,
            startSquare * , randomness * )");
24        System.out.println();
25        System.out.println("(size      -> Solve a Tour on a (size x
            size) board)");
26        System.out.println("(startSquare * -> A square in algebraic
            chess notation of the form 'fr',");
27        System.out.println("                                where f = the letter
            representing the file(column)");
28        System.out.println("                                and  r = the number
            representing the rank(row).)");
29        System.out.println("(startSquare is set to 'a1' by default)");
30        System.out.println("(randomness * -> A number between 0(no
            randomness) and 1(even chances),");
31        System.out.println("                                determining the randomness in
            ranking positions of");
32        System.out.println("                                the same weightage while
            searching. A randomness of 0 will");
33        System.out.println("                                produce the same tour every
            time, for a specific size and");
34        System.out.println("                                startSquare. Keep extremely
            small values of randomness for");
35        System.out.println("                                very large boards.");

```

```

36         System.out.println("(randomness is set to 2 * (0.8)^boardSize
           by default)");
37     System.out.println();
38     System.out.println("                                <
           * = optional arguments >");
39     }
40 }
41
42 public static void showBoard (int[] [] board) {
43     String hLine = " " + multiplyString("+-----", board.length) + "+";
44     System.out.println(hLine);
45     for (int column = board.length - 1; column >= 0; column--) {
46         System.out.printf(" %2d ", column + 1);
47         for (int row = 0; row < board.length; row++) {
48             System.out.printf("| %3d ", board[row][column]);
49         }
50         System.out.printf("%n%s%n", hLine);
51     }
52     System.out.print(" ");
53     for (int i = 0; i < board.length; i++) {
54         System.out.printf(" %2s ", Position.xToString(i));
55     }
56     System.out.println();
57 }
58
59 public static void showMoves (Position[] moves) {
60     System.out.print("\nMoves : ");
61     String movesOut = "";
62     for (int i = 1; i < moves.length; i++) {
63         movesOut += (moves[i-1] + "-" + moves[i] + ", ");
64     }
65     System.out.println(movesOut.substring(0, movesOut.length() - 2));
66 }
67
68 public static String multiplyString (String s, int n) {
69     String result = "";
70     while (n --> 0)
71         result += s;
72     return result;
73 }
74
75 public static boolean isClosed (Position[] path) {
76     int l = path.length - 1;
77     int dX = Math.abs(path[0].getX() - path[l].getX());
78     int dY = Math.abs(path[0].getY() - path[l].getY());
79     return (dX == 1 && dY == 2) || (dX == 2 && dY == 1);

```

80        }  
81    }