Day 16 and 17 Assignment

1. Create a function bool SolveKnightsTour(int[,] board, int moveX, int moveY, int moveCount, int[] xMove, int[] yMove) that attempts to solve the Knight's Tour problem using backtracking. The function should return true if a solution exists and false otherwise. The board represents the chessboard, moveX and moveY are the current coordinates of the knight, moveCount is the current move count, and xMove[], yMove[] are the possible next moves for the knight. Fill the chessboard such that the knight visits every square exactly once. Keep the chessboard size to 8x8.

```
are the current coordinates of the knight,
next moves for the knight.
public class Assignment 1 {
  public static boolean SolveKnightsTour(int[][] board, int moveX, int moveY,
int moveCount, int[] xMove, int[] yMove) {
       if (moveCount == board.length * board.length) {
               System.out.println();
System.out.println("--
          int x = moveX + xMove[i];
              board[x][y] = moveCount;
```

```
board[x][y] = 0;
board[x][y] != 0) {
  public static void main(String[] args) {
      int[][] board = new int[n][n];
      System.out.println("Current Board ");
            System.out.printf("%3d", board[i][j]);
         System.out.println();
System.out.println("------
System.out.println("------
      System.out.println("After Knights Tour");
```

Output

```
C:\Users\coolr\.jdks\openjdk-22.0.1\bin\java.exe "-javaagent:C:\Program Files\JetN
Current Board
 0 0 0 0 0 0 0
   0 0 0 0 0 0
   0 0 0 0 0 0
 0
   0 0 0 0 0 0
 0 0 0 0 0 0 0
   0 0 0 0 0 0
 0 0 0 0 0 0 0
After Knights Tour
 1 37 54 33 2 35 18 21
53 46 1 36 19 22 3 16
38 55 32 45 34 17 20 9
47 52 39 56 23 10 15 4
58 31 44 51 40 25 8 11
43 48 57 24 61 14 5 26
30 59 50 41 28 7 12 63
49 42 29 60 13 62 27 6
Process finished with exit code 0
```

2. Implement a function bool SolveMaze(int[,] maze) that uses backtracking to find a path from the top left corner to the bottom right corner of a maze. The maze is represented by a 2D array where 1s are paths and 0s are walls. Find a rat's path through the maze. The maze size is 6x6.

```
package m5_core_java_programming.day_20;

/*
    Implement a function bool SolveMaze(int[,] maze) that uses backtracking to find a path from
    the top left corner to the bottom right corner of a maze. The maze is represented by a
    2D array where 1s are paths and 0s are walls. Find a rat's path through the maze.
    The maze size is 6x6.
*/
```

```
public class Assignment 2 {
              System.out.printf("%3d", maze[i][j]);
System.out.println("------
moveY) {
          int newX = moveX[i] + x;
              int prev = maze[newX][newY];
              if (ratMove(maze, newX, newY, moveX, moveY)) {
maze[x][y] != 1) {
  public static void main(String[] args) {
```

Output

3. Write a function bool SolveNQueen(int[,] board, int col) in Java that places N queens on an N x N chessboard so that no two queens attack each other using backtracking. Place N queens on the board such that no two queens can attack each other. Use a standard 8x8 chessboard.

```
package m5_core_java_programming.day_20;
import java.util.Arrays;

/*
    Write a function bool SolveNQueen(int[,] board, int row, int col) in Java
that places N queens on an
    N x N chessboard so that no two queens attack each other using backtracking.
    Place N queens on the board such that no two queens can attack each other.
    Use a standard 8x8 chessboard.

*/
public class Assignment_3 {
```

```
if (isValid(board, i, col)) {
             board[i][col] = 81;
             if (SolveNQueen(board, col + 1)) {
                board[i][col] = 126;
         if (board[x][i] == 81)
  public static void main(String[] args) {
System.out.println("------
      SolveNQueen(board, 0);
      System.out.println("Possible Queen Placement : ");
```

Output

Tools Used:

IntelliJ IDE java version "1.8.0_411"

Java(TM) SE Runtime Environment (build 1.8.0_411-b09)

Java HotSpot(TM) Client VM (build 25.411-b09, mixed mode, sharing)