§1 QUEENDOM-DLX INTRO 1

1. Intro. This program makes DLX data to find all ways to attack or occupy all cells of an $n \times n$ board with m queens.

```
#define maxn 16
                     /* hexadecimal limitation */
#include <stdio.h>
#include <stdlib.h>
              /* command-line parameters */
  int m, n;
  main(\mathbf{int} \ argc, \mathbf{char} * argv[])
    register int i, j, k;
    \langle \text{Process the command line } 2 \rangle;
    \langle \text{ Print the item-name line } 3 \rangle;
    for (i = 0; i < n; i ++)
      for (j = 0; j < n; j++) (Print the option for a queen at position (i, j) 4);
  }
2. \langle \text{Process the command line } 2 \rangle \equiv
  if (argc \neq 3 \lor sscanf(argv[1], "%d", \&n) \neq 1 \lor sscanf(argv[2], "%d", \&m) \neq 1) {
    fprintf(stderr, "Usage: \_\%s \_n \_m \n", argv[0]);
    exit(-1);
 if (n > maxn) {
    fprintf(stderr, "Sorry, \sqcup I \sqcup don't \sqcup presently \sqcup allow \sqcup n > %d! \n", maxn);
    exit(-2);
  This code is used in section 1.
3. \langle \text{ Print the item-name line } 3 \rangle \equiv
  for (i = 0; i < n; i++)
    for (j = 0; j < n; j \leftrightarrow) printf("1:%d|%x%x_{\left}", m, i, j);
  printf("%d|Q\n", m);
This code is used in section 1.
   \langle Print the option for a queen at position (i, j) \rangle \equiv
    printf("Q_{\sqcup}%x%x", i, j);
    for (k = 0; k < n; k++)
      if (k \neq i) printf ("\"\x\"\x\", k, j);
    for (k = 0; k < n; k++)
      printf("\n");
This code is used in section 1.
```

2 INDEX QUEENDOM-DLX §5

5. Index.

QUEENDOM-DLX NAMES OF THE SECTIONS 3

```
 \begin{array}{ll} \left\langle \, \text{Print the item-name line 3} \, \right\rangle & \text{Used in section 1.} \\ \left\langle \, \text{Print the option for a queen at position } (i,j) \, \, 4 \, \right\rangle & \text{Used in section 1.} \\ \left\langle \, \text{Process the command line 2} \, \right\rangle & \text{Used in section 1.} \end{array}
```

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