1. You and your friends are assigned the task of coloring a map with a limited number of colors. The map is represented as a list of regions and their adjacency relationships. The rules are asfollows: At each step, you can choose any uncolored region and color it with any available color. Your friend Alice follows the same strategy immediately after you, and then your friend Bob follows suit. You want to maximize the number of regions you personally color. Write a function that takes the map's adjacency list representation and returns the maximum number of regions you can color before all regions are colored. Write a program to implement the Graph coloring technique for an undirected graph. Implement an algorithm with minimum number of colors. edges = [(0, 1), (1, 2), (2, 3), (3, 0), (0, 2)] No. of vertices, n = 4

```
max_regions_colored(edges, n):
             graph = {i: [] for i in ran
              for u, v in edges:
                  graph[u].append(v)
graph[v].append(u)
                  graph[v].
             color = [-1] * n
             def min_available_color(vertex):
                  available_colors = [True] *
                  for neighbor in graph[vertex]:
                      if color[neighbor] != -1:
    available_colors[color[neighbor]] = False
                  for c in range(n):
                  if available_colors[c]:
                            return c
             your_turn = True
             regions_colored_by_you = 0
             uncolored_vertices = set(range(n))
             while uncolored vertices:
               vertex = uncolored_vertices.pop()
                  col = min_available_color(vertex)
                color[vertex] = col
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                if your_turn:
    regions_colored_by_you += 1
                your_turn = not your_turn
                if uncolored_vertices:
    vertex = uncolored_vertices.pop()
    col = min_available_color(vertex)
                    color[vertex] = col
your_turn = not your_turn
               if uncolored_vertices:
    vertex = uncolored_vertices.pop()
    col = min_available_color(vertex)
    color[vertex] = col
    your_turn = not your_turn
           return regions colored by you
       edges = [(0, 1), (1, 2), (2, 3), (3, 0), (0, 2)]
       print("Maximum regions you can color:", max_regions_colored(edges, n))
input
                  you can color: 1
 ..Program finished with exit code 0
Press ENTER to exit console.
```

2. You and your friends are tasked with coloring a map using a limited set of colors, with the following rules: At each step, you can choose any region of the map that hasn't been colored yet and color it with any available color. Your friend Alice will then color the next region using the same strategy, followed by your friend Bob. You aim to maximize the number of regions you color. Given a map represented as a list of regions and their adjacency relationships, write a function to determine the maximum number of regions you can color. Write a program to implement the Graph coloring technique for an undirected graph. Implement an algorithm with minimum number of colors. edges = [(0, 1), (1, 2), (2, 3), (3, 0), (0, 2)] No. of vertices, n = 4, k = 3

```
max_regions_colored(edges, n, k):
graph = {i: [] for i in range(n)}
for u, v in edges:
                                                   (n)}
                graph[u].a
                graph[v].
          color = [-1] * n
def min_available_color(vertex):
               available_colors = [True] * k
for neighbor in graph[vertex]:
                    if color[neighbor]
                available_colors[color[neighbor]] = False
for c in range(k):
   if available_colors[c]:
                           return c
14
          your_turn = True
          regions_colored_by_you = 0
          uncolored_vertices = set()
                                                  ige(n))
          while uncolored_vertices:
               vertex = uncolored_vertices.pop()
col = min_available_color(vertex)
20
21
                color[vertex] = col
23
24
                if your_turn:
    regions_colored_by_you += 1
                your_turn = not your_turn
                if uncolored_vertices:
                     vertex = uncolored_vertices.pop()
                      col = min_available_color(vertex)
```

```
if uncolored_vertices:
                vertex = uncolored_vertices.p
                col = min_available_color(vertex)
               color[vertex] = col
                your_turn = not your_turn
            if uncolored_vertices:
32
33
                vertex = uncolored_vertices.p
                col = min_available_color(vertex)
               color[vertex] = col
               your_turn = not your_turn
   return regions_colored_by_you
edges = [(0, 1), (1, 2), (2, 3), (3, 0), (0, 2)]
   k = 3
   print("Maximum regions you can color:", max_regions_colored(edges, n, k))
 input
```

```
Aximum regions you can color: 1

..Program finished with exit code 0

Press ENTER to exit console.
```

3. You are given an undirected graph represented by a list of edges and the number of vertices n. Your task is to determine if there exists a Hamiltonian cycle in the graph. A Hamiltonian cycle is a cycle that visits each vertex exactly once and returns to the starting vertex. Write a function that takes the list of edges and the number of vertices as input and returns true if there exists a Hamiltonian cycle in the graph, otherwise return false. Example: Given edges = [(0, 1), (1, 2), (2, 3), (3, 0), (0, 2), (2, 4), (4, 0)] and n = 5

```
1 def is_hamiltonian_cycle(graph, path, pos, n):
          if pos == n:
              if path[pos - 1] in graph[path[0]]:
                  return True
                  return False
          for vertex in range(1, n):
    if vertex in graph[path[pos - 1]] and vertex not in path:
                  path[pos] = vertex
                  if is_hamiltonian_cycle(graph, path, pos + 1, n):
                      return True
                  path[pos] = -1
  13
  14 def hamiltonian_cycle(edges, n):
          graph = {i: [] for i in range(n)}
          for u, v in edges:
              graph[u].a
                              (v)
              graph[v].a
                              l(u)
          path = [-1]
          path[0] = 0
          if is hamiltonian cycle(graph, path, 1, n):
              return True
     edges = [(0, 1), (1, 2), (2, 3), (3, 0), (0, 2), (2, 4), (4, 0)]
     print(hamiltonian_cycle(edges, n))
input
False
  .Program finished with exit code 0
```

4. You are given an undirected graph represented by a list of edges and the number of vertices n. Your task is to determine if there exists a Hamiltonian cycle in the graph. A Hamiltonian cycle is a cycle that visits each vertex exactly once and returns to the starting vertex. Write a function that takes the list of edges and the number of vertices as input and returns true if there exists a Hamiltonian cycle in the graph, otherwise return false. Example:edges = [(0, 1), (1, 2), (2, 3), (3, 0), (0, 2)] and n = 4

```
1 def is_hamiltonian_cycle(graph, path, pos, n):
         if pos == n:
              if path[pos - 1] in graph[path[0]]:
                  return True
         for vertex in range(1, n):
   if vertex in graph[path[pos - 1]] and vertex not in path:
                  path[pos] = vertex
                  if is_hamiltonian_cycle(graph, path, pos + 1, n):
 11
                      return True
                  path[pos] = -1
 12
 13
         return False
 14 - def hamiltonian_cycle(edges, n):
         graph = {i: [] for i in rang
         for u, v in edges:
              graph[u].a
 17
              graph[v].
                            end(u)
         path = [-1] * n
         path[0] = 0
         if is_hamiltonian_cycle(graph, path, 1, n):
 21
              return True
         else:
 24
              return False
     edges = [(0, 1), (1, 2), (2, 3), (3, 0), (0, 2)]
 25
     print(hamiltonian_cycle(edges, n))
 27
✓ 2 = $ 3
                                                                       input
```

True

...Program finished with exit code 0

5. You are tasked with designing an efficient coading to generate all subsets of a given set S containing n elements. Each subset should be outputted in lexicographical order. Return a list of lists where each inner list is a subset of the given set. Additionally, find out how your coading handles duplicate elements in S. A = [1, 2, 3] The subsets of [1, 2, 3] are: [], [1], [2], [3], [1, 2], [1, 3], [2, 3], [1, 2, 3]

```
generate subsets(S):
           S.sort()
           subsets = []
           def backtrack(start, current_subset):
                # Add the current subset to the list of subsets
                subsets.append(current_subset[:])
for i in range(start, len(S)):
                     if i > start and S[i] == S[i-1]:
                         continue
                    current_subset.append(S[i])
backtrack(i + 1, current_subset)
  10
  11
                    current_subset.pop()
  12
           backtrack(0, [])
  13
           return subsets
  14
      S = [1, 2, 2]
  15
       subsets = generate_subsets(S)
  17 for subset in subsets:
           print(subset)
  18
   .^ ₽
             ✿
[1]
[1, 2]
[1, 2, 2]
[2]
[2, 2]
```

6. Write a program to implement the concept of subset generation. Given a set of unique integers and a specific integer 3, generate all subsets that contain the element 3. Return a list of lists where each inner list is a subset containing the element 3 E = [2,3, 4, 5], x = 3, The subsets containing 3: [3], [2, 3], [3, 4], [3,5], [2, 3, 4], [2, 3, 5], [3, 4, 5], [2, 3, 4, 5] Given an integer array nums of unique elements, return all possible subsets(the power set). The solution set must not contain duplicate subsets. Return the solution in any order. Example 1:

Input: nums = [1,2,3]

Output: [[],[1],[2],[1,2],[3],[1,3],[2,3],[1,2,3]]

Example 2: Input: nums = [0]Output: [[],[0]]

```
enerate_subsets_containing_element(nums, x):
ef generate_all_subsets(nums):
                       en(nums)):
end(nums[i])
                                       current_subset.append(nums[i])
backtrack(i + 1, current_subset)
                                       current_subset.p
                                                                         op()
                       backtrack(0, [])
return subsets
11
      return subsets

all_subsets = generate_all_subsets(nums)

subsets_containing_x = [subset for subset in all_subsets if x in subset]

return subsets_containing_x

def generate_power_set(nums):

def generate_all_subsets(nums):

subsets = []

def beaktrack(start_current subset):
                       def backtrack(start, current_subset):
    subsets.append(current_subset[:])
    for i in range(start, len(nums)):
        current_subset.append(nums[i])
                                       current_subset.a
                                       backtrack(i + 1, current_subset)
                                       current_subset.pop()
                       backtrack(0, [])
return subsets
           ₽ ♦
```

```
ower set of [1, 2, 3]:
[], [1], [1, 2], [1, 2, 3], [1, 3], [2], [2, 3], [3]]
ower set of [0]:
[], [0]]
```

input

```
25
            return subsets
26
        return generate all subsets(nums)
   E = [2, 3, 4, 5]
27
28
   subsets_with_3 = generate_subsets_containing element(E, x)
29
    print("Subsets containing 3:")
30
   for subset in subsets with 3:
31
        print(subset)
32
33
   nums1 = [1, 2, 3]
34
    print("\nPower set of [1, 2, 3]:")
35
   print(generate_power_set(nums1))
36
   nums2 = [0]
   print("\nPower set of [0]:")
37
   print(generate power set(nums2))
```

7. You are given two string arrays words1 and words2. A string b is a subset of string a if every letter in b occurs in a including multiplicity. For example, "wrr" is a subset of "warrior" but is not a subset of "world". A string a from words1 is universal if for every string b in words2, b is a subset of a. Return an array of all the universal strings in words1. You may return the answer in any order.

Example 1: Input: words1 = ["amazon", "apple", "facebook", "google", "leetcode"], words2 = ["e", "o"]

Output: ["facebook", "google", "leetcode"]

Example 2:

Input: words1 = ["amazon", "apple", "facebook", "google", "leetcode"], words2 = ["l", "e"] Output: ["apple", "google", "leetcode"]

```
rom collections import Counter
      def is_universal_word(word, combined_max_freq):
          word_freq = Counter(word)
           for char, freq in combined_max_freq.items():
               if word_freq[char] < freq:</pre>
                   return False
          return True
     def word_subsets(words1, words2):
          combined_max_freq = Counter()
          for word in words2:
              word_freq = Counter(word)
              for char, freq in word_freq.items():
    combined_max_freq[char] = max(combined_max_freq[char], freq)
          universal_words = []
for word in words1:
               if is_universal_word(word, combined_max_freq):
                   universal_words.append(word)
          return universal words
  19 words1 = ["amazon",
20 words2 = ["e", "o"]
                             "apple", "facebook", "google", "leetcode"]
  21 print(word_subsets(words1, words2))
  words1 = ["amazon", "apple", "facebook", "google", "leetcode"]
words2 = ["1", "e"]
     print(word_subsets(words1, words2))
   📝 📭 🌣 👊
                                                                           input
Power set of [1, 2, 3]:
[[], [1], [1, 2], [1, 2, 3], [1, 3], [2], [2, 3], [3]]
Power set of [0]:
[[], [0]]
```