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SE Comps A
Batch C

DAA Experiment 7

Aim - The N Queen is the problem of placing N chess queens on an $N \times N$ chessboard so that no two queens attack each other.

Details - Initialize an empty chessboard of size $N \times N$.

Algorithm -

- Start with the leftmost column and place a queen in the first row of that column.
- Move to the next column and place a queen in the first row of that column.
- Repeat step 3 until either all N queens have been placed or it is impossible to place a queen in the current column without violating the rules of the problem.
- If all N queens have been placed, print the solution.
- If it is not possible to place a queen in the current column without violating the rules of the problem, backtrack to the previous column.
- Remove the queen from the previous column and move it down one row.
- Repeat steps 4-7 until all possible configurations have been tried.

Code -

```
#include <stdbool.h>
#include <stdio.h>
int N;
void printSolution(int board[N][N])
{
    for (int i = 0; i < N; i++) {
        for (int j = 0; j < N; j++)
            printf(" %d ", board[i][j]);
        printf("\n");
    }
}
bool isSafe(int board[N][N], int row, int col)
{
    int i, j;
    for (i = 0; i < col; i++)
        if (board[row][i])
            return false;
    for (i = row, j = col; i >= 0 && j >= 0; i--, j--)
        if (board[i][j])
            return false;
    for (i = row, j = col; j >= 0 && i < N; i++, j--)
        if (board[i][j])
            return false;
    return true;
}
bool solveNQUtil(int board[N][N], int col)
{
    if (col >= N)
        return true;
    for (int i = 0; i < N; i++) {
        if (isSafe(board, i, col)) {
            board[i][col] = 1;
            if (solveNQUtil(board, col + 1))
                return true;
            board[i][col] = 0;
        }
    }
}
```

```
        return false;
    }
bool solveNQ()
{
    int i,j;
    printf("\nEnter the value of N : ");
    scanf("%d",&N);
    int board[N][N];
    for(i=0;i<N;i++)
    {
        for(j=0;j<N;j++)
        {
            board[i][j]=0;
        }
    }
    if (solveNQUtil(board, 0) == false) {
        printf("Solution does not exist");
        return false;
    }

    printSolution(board);
    return true;
}
int main()
{
    solveNQ();
    return 0;
}
```

Output -

```
Enter the value of N : 10
1  0  0  0  0  0  0  0  0  0
0  0  0  0  0  0  0  1  0  0
0  1  0  0  0  0  0  0  0  0
0  0  0  0  0  0  0  0  1  0
0  0  0  0  0  1  0  0  0  0
0  0  1  0  0  0  0  0  0  0
0  0  0  0  0  0  0  0  0  1
0  0  0  1  0  0  0  0  0  0
0  0  0  0  0  0  1  0  0  0
0  0  0  0  1  0  0  0  0  0
```

Conclusion -

The idea is to place queens one by one in different columns, starting from the leftmost column. When we place a queen in a column, we check for clashes with already placed queens. In the current column, if we find a row for which there is no clash, we mark this row and column as part of the solution. If we do not find such a row due to clashes, then we backtrack and return false.