## Day 16 and 17:

## Task 1: The Knight's Tour Problem

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.

```
private boolean findKnightTour(int[][] visited, int row, int col, int move) {
      if (move == 64) {
             for (int i = 0; i < 8; i++) {
                   for (int j = 0; j < 8; j++) {
                          System.out.printf("%2d ",visited[i][j]);
                   }
                    System.out.println();
             }
             return true;
      }else {
              for (int k = 0; k < 8; k++) {
             int rowNew = row + pathRow[k];
             int colNew = col + pathCol[k];
             if (ifValidMove(visited, rowNew, colNew)) {
                visited[rowNew][colNew] = move + 1;
                if (findKnightTour(visited, rowNew, colNew, move + 1)) {
                  return true;
                }
                             visited[rowNew][colNew] = 0;
             }
           }
         }
         return false;
}
```

```
private boolean ifValidMove(int[][] visited, int rowNew, int colNew) {
         if(rowNew >= 0 && rowNew < 8 && colNew >= 0 && colNew < 8 &&
         visited[rowNew][colNew] == 0)
         {
               return true;
          }
          return false;
}</pre>
```

OUTPUT:

}



Task 2: Rat in a Maze

mplement 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 com.wipro.backtrackingalgo;
public class RatInMaze {
      int[] pathRow = { 0, 0, 1, -1};
      int[] pathCol = { 1, -1, 0, 0};
      private void findPathInMaze(int[][] maze, int[][] visited, int row, int col,
int destRow, int destCol, int move) {
            if (row == destRow && col ==destCol) {
                   for (int i = 0; i < 4; i++) {
                         for (int j = 0; j < 4; j++) {
                                System.out.printf("%2d ",visited[i][j]);
                         }
                         System.out.println();
                   }
                   System.out.println("************");
            } else {
                   for (int index = 0; index < pathRow.length; index++) {
                         int rowNew = row + pathRow[index];
                         int colNew = col + pathCol[index];
                         if(isValidMove(maze,visited, rowNew,colNew)) {
```

move++;

```
visited[rowNew][colNew] =move;
                               findPathInMaze(maze, visited, rowNew, colNew,
destRow,destCol, move);
                               move--;
                               visited[rowNew][colNew]=0;
                        }
                  }
            }
      }
      private boolean isValidMove(int[][] maze, int[][] visited, int rowNew, int
colNew) {
            return (rowNew >=0 && rowNew <4 && colNew>=0 && colNew<4
&& maze[rowNew][colNew] == 1 && visited[rowNew][colNew] == 0);
      }
      public static void main(String[] args) {
            int[][] maze = {
                        {1,0,1,1},
                        \{1,1,1,1\},
                        \{0,0,0,1\},\
                        {1,1,1,1}
            };
```

```
int[][] visited = new int[4][4];
visited[0][0] = 1;

RatInMaze ratInMaze = new RatInMaze();
ratInMaze.findPathInMaze(maze, visited, 0,0,3,3, 1);
}
```

## **OUTPUT:**



Task 3: N Queen Problem

Write a function bool SolveNQueen(int[,] board, int col) in C# 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 com.wipro.backtrackingalgo;
```

import java.util.ArrayList;

```
import java.util.List;
public class NQueensProblem {
      public static void main(String[] args) {
            int size = 8;
    boolean[][] board = new boolean[size][size];
    NQueensProblem nQueensProblem = new NQueensProblem();
    List<boolean[][]> solutions = new ArrayList<>();
    nQueensProblem.nQueen(board, size, 0, solutions);
    if (solutions.isEmpty()) {
      System.out.println("No solution found :( ");
    } else {
      System.out.println(solutions.size() + " solutions found!");
      for (boolean[][] solution : solutions) {
         printBoard(solution, size);
        System.out.println();
      }
    }
  }
  private void nQueen(boolean[][] board, int size, int row, List<boolean[][]>
solutions) {
    if (row == size) {
      boolean[][] solution = new boolean[size][size];
```

```
for (int i = 0; i < size; i++) {
       for (int j = 0; j < size; j++) {
          solution[i][j] = board[i][j];
       }
     }
     solutions.add(solution);
  } else {
     for (int col = 0; col < size; col++) {
       if (isValidCell(board, size, row, col)) {
          board[row][col] = true;
          nQueen(board, size, row + 1, solutions);
          board[row][col] = false; // Backtrack
       }
     }
  }
}
private boolean isValidCell(boolean[][] board, int size, int row, int col) {
  for (int i = 0; i < row; i++) {
     if (board[i][col]) {
       return false;
     }
  }
  for (int i = row, j = col; i >= 0 && j >= 0; i--, j--) {
     if (board[i][j]) {
       return false;
```

```
}
    }
    for (int i = row, j = col; i >= 0 \&\& j < size; i--, j++) {
       if (board[i][j]) {
         return false;
       }
     }
    return true;
  }
  private static void printBoard(boolean[][] board, int size) {
    for (int i = 0; i < size; i++) {
       for (int j = 0; j < size; j++) {
         System.out.print(board[i][j]?"Q":"-");
       }
       System.out.println();
    }
  }
OUTPUT:
```

