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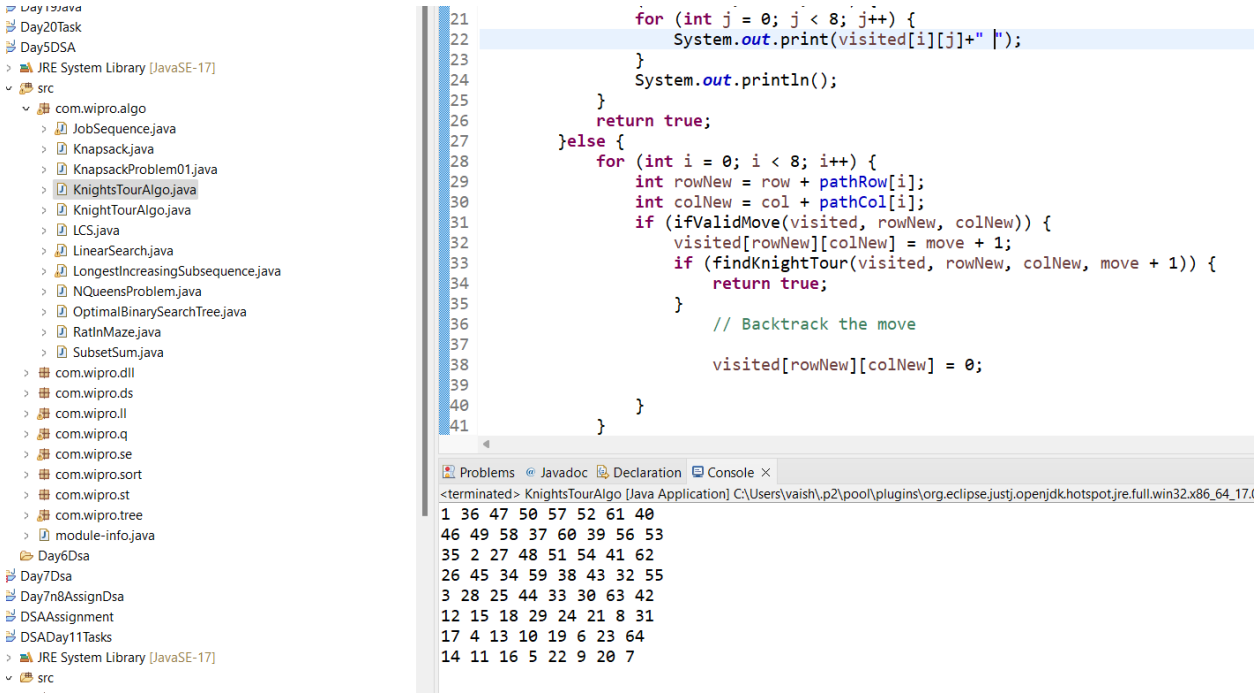
Day 16 and 17:

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.

```
package com.wipro.algo;

public class KnightsTourAlgo {
	// Possible moves of a Knight
	int[] pathRow = { 2, 2, 1, 1, -1, -1, -2, -2 };
	int[] pathCol = { -1, 1, -2, 2, -2, 2, -1, 1 };

	public static void main(String[] args) {
		KnightsTourAlgo knightTour = new KnightsTourAlgo();
		int[][] visited = new int[8][8];
		visited[0][0] = 1;

		if (!(knightTour.findKnightTour(visited, 0, 0, 1))) {
			System.out.println("Soultion Not Available :(");
		}
	}

	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.print(visited[i][j]+" ");
				}
				System.out.println();
			}
			return true;
		}else {
			for (int i = 0; i < 8; i++) {
				int rowNew = row + pathRow[i];
				int colNew = col + pathCol[i];
				if (ifValidMove(visited, rowNew, colNew)) {
					visited[rowNew][colNew] = move + 1;
```

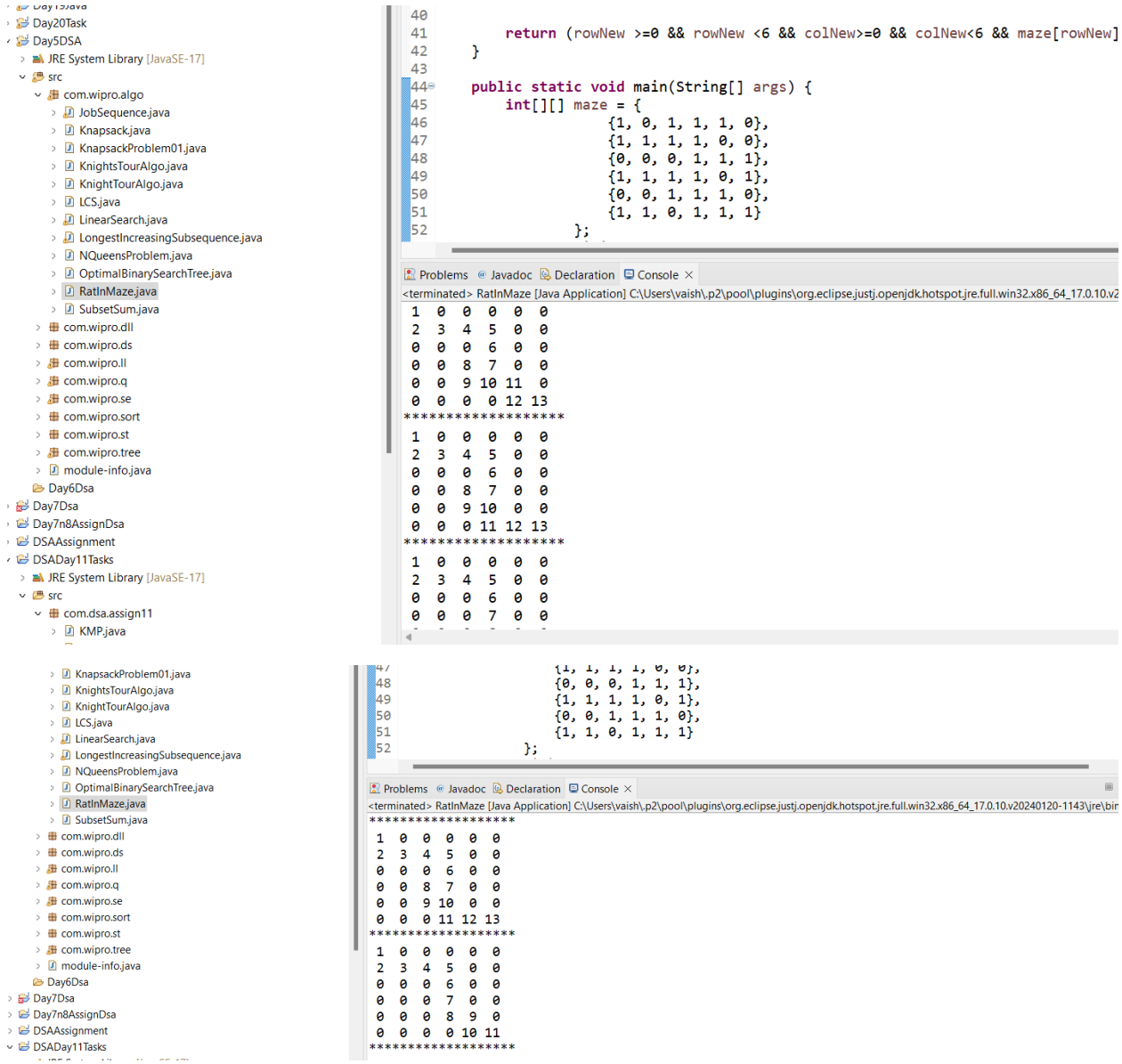
```
                        if (findKnightTour(visited, rowNew, colNew,
move + 1)) {
                              return true;
                        }
                              // Backtrack the move

                              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;
  }



}
```



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.algo;



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 < 6; i++) {
				for (int j = 0; j < 6; 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 <6 && colNew>=0 && colNew<6 &&
maze[rowNew][colNew] ==1 && visited[rowNew][colNew] == 0);
      }

      public static void main(String[] args) {
            int[][] maze = {
                              {1, 0, 1, 1, 1, 0},
                        {1, 1, 1, 1, 0, 0},
                        {0, 0, 0, 1, 1, 1},
                        {1, 1, 1, 1, 0, 1},
                        {0, 0, 1, 1, 1, 0},
                        {1, 1, 0, 1, 1, 1}
                  };
            int[][] visited = new int[6][6];
            visited[0][0] = 1;

            RatInMaze ratInMaze = new RatInMaze();
             ratInMaze.findPathInMaze(maze, visited, 0, 0, 5, 5, 1);

      }
}
```



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.algo;

public class NQueensProblem {

	public static void main(String[] args) {
		int size = 8;
		boolean[][] board = new boolean[size][size];
```

```
            NQueensProblem nQueensProblem = new NQueensProblem();
            if (!nQueensProblem.nQueen(board, size, 0)) {
                  System.out.println("No solution found :( ");
            }

      }

      private boolean nQueen(boolean[][] board, int size, int row) {
            if (row == 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();
                  }
                  System.out.println(" ");
                  return true;
            } else {
                  for (int col = 0; col < size; col++) {

                        if (isValidCell(board, size, row, col)) {
                        board[row][col]=true;
                        if(nQueen(board,size,row+1)) {
                        return true;
                        }
                        board[row][col]=false;

                        }
                  }

            }

            return false;
      }

      private boolean isValidCell(boolean[][] board, int size, int row,
int col) {
            // check column
            for (int i = 0; i < row; i++) {
                  if (board[i][col]) {
                        return false;
                  }
            }
```

```
            // check upper left diagonal
            for (int i = row, j = col; i >= 0 && j >= 0; i--, j--) {
                  if (board[i][j]) {
                        return false;
                  }
            }

            // check upper right diagonal
            for (int i = row, j = col; i >= 0 && j <size; i--, j++) {
                  if (board[i][j]) {
                        return false;
                  }
            }
            return true;
      }

}
```