

## Exercise: Dice roll sum

 Write a method diceSum similar to diceRoll, but it also accepts a desired sum and prints only arrangements that add up to exactly that sum.

diceSum(2, 7);

diceSum(3, 7);

[1,	1,	5]
[1,	2,	4]
[1,	3,	3]
[1,	4,	2]
[1,	5,	1]
[2,	1,	4]
[2,	2,	3]
[2,	3,	2]
[2,	4,	1]
[3,	1,	3]
[3,	2,	2]
[3,	3,	1]
[4,	1,	2]
[4,	2,	1]
[5,	1,	11

[1, 6]
[2, 5]
[3, 4]
[4, 3]
[5, 2]
[6, 1]



## Consider all paths?



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### New decision tree



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# The "8 Queens" problem

- Consider the problem of trying to place 8 queens on a chess board such that no queen can attack another queen.
  - What are the "choices"?
  - How do we "make" or "un-make" a choice?
  - How do we know when to stop?



# Naive algorithm

- for (each square on board):
  - Place a queen there.
  - Try to place the rest of the queens.
  - Un-place the queen.

- How large is the solution space for this algorithm?
  - 64 \* 63 \* 62 \* ...



# Better algorithm idea

- Observation: In a working solution, exactly 1 queen must appear in each 1 row and in each column.
  - Redefine a "choice" to be valid placement of a queen in a particular column.
  - How large is the solution space now?
    8 \* 8 \* 8 \* ...



#### Exercise

• Suppose we have a Board class with these methods:

Method/Constructor	Description
public <b>Board</b> (int size)	construct empty board
public boolean <b>isSafe</b> (int row, int column)	true <b>if queen can be</b> <b>safely placed here</b>
public void <b>place</b> (int row, int column)	place queen here
public void <b>remove</b> (int row, int column)	remove queen from here
<pre>public String toString()</pre>	text display of board

• Write a method solveQueens that accepts a Board as a parameter and tries to place 8 queens on it safely.