

March 15, 2012 at 09:58

- 1. Data for dancing.** This program creates data suitable for the DANCE routine, solving the famous “ n queens problem.” The value of n is a command-line parameter.

```
#include <stdio.h>
{ Global variables 3 }
{ Subroutines 5 };
main(argc, argv)
    int argc;
    char *argv[];
{
    register int j, k, n, nn, t;
    { Read the command line 2 };
    { Output the column names 4 };
    { Output the possible queen moves 6 };
}
```

- 2.** { Read the command line 2 } ≡
`if (argc ≠ 2 ∨ sscanf(argv[1], "%d", ¶m) ≠ 1) {
 fprintf(stderr, "Usage: %s\n", argv[0]);
 exit(-1);
}
n = param;
nn = n + n - 2;`

This code is used in section 1.

- 3.** { Global variables 3 } ≡
`int param;`

This code is used in section 1.

- 4.** We process the cells of the board in “organ pipe order,” on the assumption that—all other things being equal—a move near the center yields more constraints on the subsequent search.

```
{ Output the column names 4 } ≡
for (j = 0; j < n; j++) {
    t = (j & 1 ? n - 1 - j : n + j) ≫ 1;
    printf("r%c%c%c", encode(t), encode(t));
}
printf("|\n");
for (j = 1; j < nn; j++) printf("a%c'b%c", encode(j), encode(j));
printf("\n");
```

This code is used in section 1.

- 5.** { Subroutines 5 } ≡
`char encode(x)
 int x;
{
 if (x < 10) return '0' + x;
 return 'a' - 10 + x;
}`

This code is used in section 1.

6. \langle Output the possible queen moves 6 $\rangle \equiv$

```
for (j = 0; j < n; j++) {
    for (k = 0; k < n; k++) {
        printf("r%c%c", encode(j), encode(k));
        t = j + k;
        if (t & (t < nn)) printf("a%c", encode(t));
        t = n - 1 - j + k;
        if (t & (t < nn)) printf("b%c", encode(t));
        printf("\n");
    }
}
```

This code is used in section 1.

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- ⟨ Global variables 3 ⟩ Used in section 1.
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QUEENS

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