# CPS 109 - Lab 5

# Agenda

Last lab was functions. This lab, let's talk about recursive functions.

What's a recursive function? Well, first let's talk about what it means to be recursive.

Recursion is simple: you have to be recursive.

What's a recursive function? Well, first let's talk about what it means to be recursive.

For something to be recursive, it has to reference itself in order to work.

In all seriousness, for something to be recursive, it has to call on itself in order to work.

Let's look at an example from a recent assignment I was given:

(60 marks) Let w be a string of brackets { and }. Then w is called balanced if it satisfies the following recursive definition:

- w is the empty string, or
- w is of the form { x } where x is a balanced string, or
- w is of the form xy where x and y are balanced strings.

So what does this mean to you? Well, we can use this concept to write functions!

Why would this ever be useful? Well, there are some instances where recursion is the only way to solve a problem.

Can any of you think of a problem that may require recursive functionality?

#### Base Cases

First, however, we need to talk about baase cases. These are super important for designing recursive functions, since they keep your program from recursing indefinity.

#### Base Cases

What is a base case?

Simply put: it's the default behaviour you need to account for when writing a recursive function. Base cases are reserved for when the function's input is very simple, like 1.

One application that you guys have already gone over is the Fibonacci sequence. Another one we can approach with recursion is factorials.

```
def factorial(num):
if(num < 1):
    return 1
else:
    new num = num * factorial(num - 1)
    return new num
```

### A Word On Mutability

I'm sure that by now, you've heard one of us mention that lists are "mutable" and strings are "immutable". What do these mean?

## A Word On Mutability

Something is **mutable** if its contents can be changed (like a list).

Something is **immutable** if its contents cannot be changed (like a string).