

Day 9: Recursion!

Welcome to Day 9! Check out this [video on recursion](#), or jump right into the problem.

Euclid's Algorithm for Computing the GCD of two integers

Given two integers, x and y , their GCD (greatest common divisor) can be calculated recursively using [Euclid's Algorithm](#), which essentially says that if x equals y , then $\text{GCD}(x,y) = x$; otherwise, $\text{GCD}(x,y) = \text{GCD}(x-y, y)$ if $x \geq y$. Note that this logic can be further optimized for a more efficient implementation.

Given the starter code in your editor, complete the function body so it returns the GCD of two input integers, x and y .

Input Format

Two space-separated integers, x and y .

Constraints

$1 \leq x,y \leq 10^6$

Output Format

Print the GCD of x and y as an integer.

Sample Input

1 5

Sample Output

1

Explanation

We are given $x=1$ and $y=5$. This explanation uses the subtraction implementation mentioned in the problem description, and is outlined in pseudocode below:

```
int GCD(x,y):  
    If x equals y, return x;  
    Else, return GCD(x',y'), where x' = MAX(x,y) - MIN(x,y) and y' = MIN(x,y).
```

$\text{GCD}(1,5)$: $1 \neq 5$, so return a call to $\text{GCD}(5-1, 1)$.
 $\text{GCD}(4,1)$: $4 \neq 1$, so return a call to $\text{GCD}(4-1, 1)$.
 $\text{GCD}(3,1)$: $3 \neq 1$, so return a call to $\text{GCD}(3-1, 1)$.
 $\text{GCD}(2,1)$: $2 \neq 1$, so return a call to $\text{GCD}(2-1, 1)$.
 $\text{GCD}(1,1)$: $1 = 1$, so we return x (which is 1).

The final return is passed back through the call stack as the return value for the original call. That is to say, $\text{GCD}(1,1)$ returns 1 to $\text{GCD}(2,1)$, the function that originally called it. $\text{GCD}(2,1)$ then returns it to $\text{GCD}(3,1)$, which returns it to $\text{GCD}(4,1)$, which returns it to $\text{GCD}(1,5)$. Thus $\text{GCD}(1,5)$ returns a value of 1 , which we print as our answer.

Note: The algorithm used here is merely demonstrative and can be further optimized.