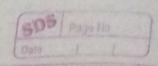


今	How furction calls works cattle
	First the main function is icalled, then it print(CI) function
	was called by main function main function will
	pourk 5(5) tremain in the istock till pourk ((1) has completed
	pount 4C4) it's work.
	print 3 (3) But here pirti() function calls print 2(2) function so now
	print 2 (2) prink((1) will calso have to wait in call whom with
Aleman I	print(1) print 2(2) has completed its work, now print 2 function
	main () calls paint 3(3) and this continues tell paint 5(5) function.
	AND THE RESERVE OF THE PARTY OF
	point 5(5) function has to only point 5 us refter printing it, it will return to the flow of control to the function by whom print 5 was called it & point 4
	return to the flow of control to the function by whom paint 5 was
	called i e purt 4
	Now since paint 4 has completed its work the flow will be returned to paint 3 and this will continue till main function.  As the flow is returned look to main function the program will
	to paid 3 and this will continue till main function.
	As the flow is returned look to main function the program will
	end and the wall is empty now.
50.574	
	Imp point
1)	While the function has not finished its evention it will so romain
	in the Work
2)	When a furtion finishes execution, it is viernously from istock and the flow of program is restored to where the function was
	the flow of program is restored to where the function was
	Called.
ヲ	Recurition
	Function calling itself is called as recurring function and the mechanism is called as recurring.
3000	the mechanism is called as vecuvirion.
	0 114 10 144 10 114

Base condition is an important thing in occursion it is a condition where cover crecursion will estop making walls.

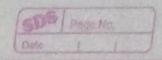


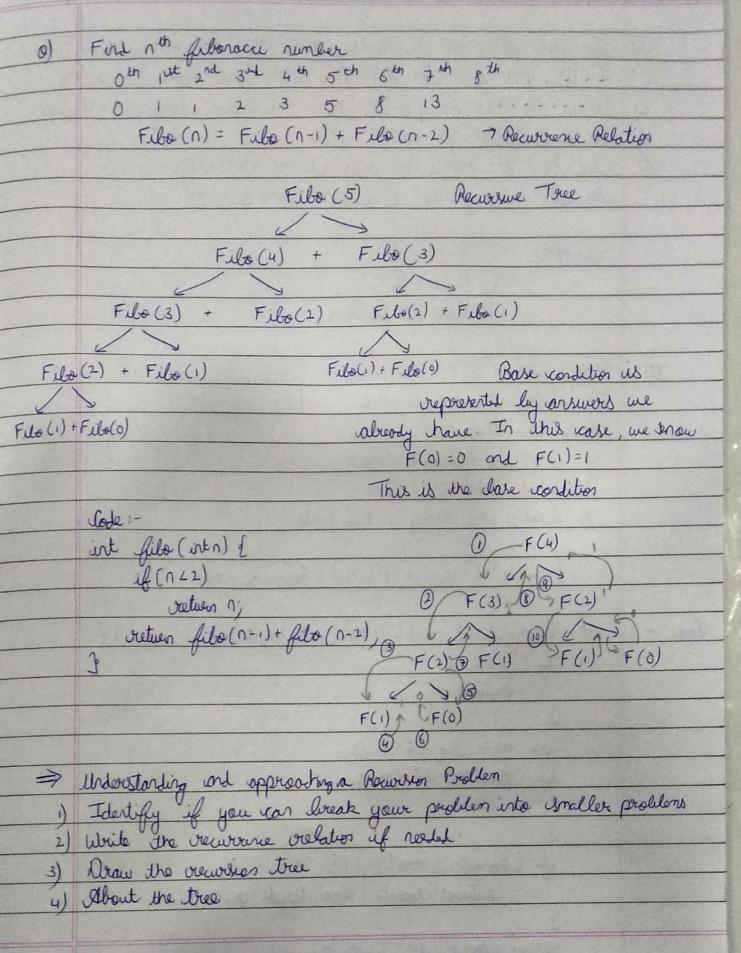
If the lake condition is not wither	or not hondled propore
Further call will peop happening or filling till a point when memory of limit and water it throws where we were	rd istock will be tept
felling till a point when memory of	f computer exceeds the
limit and wett at throws ustock an	weflow wover

1) It helps us in isolving bigger / complex problem in a simplex way
2) You can convert recursion isolution into iteration and wire versa
3) Space complexity is not constant because of recursive calls
4) It helps us in breaking down bugger problems into imaller
problems.

Writing the cabove iterative code in vicuosive marror

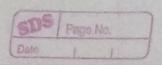
vois	l Point (intr) &	Vi.	suching Record	sien .	
bose	if (n==5) d	Market Sans	malizing Recover	d of program	
uand?	vetur,	Recurios	main()		
	3	ustart	4	It is also to	2un
	Sysant (n);		print(1) 7	as recurling	
A CONTRACTOR	print (n H);	il John	1	tree	
	14		prink(2) 1		
10 mg	This about recursion	and the lands of	' 4 )	Silverine Service (a	
	is also called as.	tail	print(3) y		
	recording as the las	t	7		
	Statement of the fund	cen .	print (4)		
	is a function wall		1	A Proposition of the	
	U CONTRACTOR OF THE CONTRACTOR	45 3665	prink(5)	The same of the sa	





GDS Page Ho

(0)	See the flow of functions how they are getting in istants. Identify and fows on left tree calls and right tree calls. Oraw the tree and pointers again and again wing per and paper.
6)	Identify and four in left tree calls and right tree calls
<u>c)</u>	Draw the true and pointous again and again wing per and paper
d)	the a delugger to no to flow
5)	See how the values are returned at each istep.
	See where the function call will come out of
	Variables: 1 Augurents
	2 Return type
	3 Body of Juntion
0)	Birary Search with recursion
	In livery search we are Mull N
	1000 + 5 + 1
	) Comparing mid with larget 11111
	which Stakes O(1) time.
	2) Durding the array in two parts
	[F(n) = O(1) + F(1/2)] Recurrence orel <sup>1</sup>
0 .	at a la / the I may the trust site a sixte ) of
Code:-	int Binary Search (int [] war, int target, int is, inte) of
	if (is re) {
	vieturi -1;
	$int m = \omega + (e - \omega)/2$
	if (wor[m] == target) {
	viatuon m,
	3
	if (target Lava [m])[
	vietura useana (vavor, target, us, m-1),
	g.
	return seven (over, toyet, m+1, e);



eg wa= [1,2,3,4,55,66,78] target = 78

