

# Recursion – Introduction to Recursion

## 1. Introduction

**Recursion** is a programming technique where a **function calls itself** to solve a problem.

It is mainly used to solve problems that can be **broken down into smaller sub-problems of the same type**.

Recursion is widely used in **DSA, algorithms, and problem solving**, especially for problems involving repetition and hierarchical structures.

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## 2. What is Recursion?

Recursion occurs when:

- A function calls itself directly or indirectly
- Each call solves a smaller version of the original problem
- The process stops when a **base condition** is reached

Without a base condition, recursion leads to **infinite calls**.

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## 3. Why Do We Use Recursion?

Recursion is used because:

- It simplifies complex problems
  - Makes code shorter and more readable
  - Naturally fits problems like trees and graphs
  - Helps understand divide-and-conquer algorithms
  - Commonly used in algorithm design
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## 4. Key Components of Recursion

Every recursive solution must have **two essential parts**:

### 1 Base Case

- The condition where recursion stops
- Prevents infinite function calls

### 2 Recursive Case

- The part where the function calls itself
  - Breaks the problem into smaller sub-problems
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## 5. Basic Idea Behind Recursion

The idea is:

- Solve a big problem by solving smaller versions of the same problem
  - Each recursive call reduces the problem size
  - When the base case is reached, results are returned back
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## 6. Logic of Recursion (Plain English)

1. Check if the base condition is satisfied
  2. If yes, return the result
  3. If not, call the same function with a smaller input
  4. Repeat until base condition is met
  5. Combine results while returning back
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## 7. Example Explanation (Conceptual)

To print numbers from 1 to 5 using recursion:

- Print 1

- Ask recursion to print remaining numbers
- Stop when number becomes greater than 5

This avoids using loops and uses function calls instead.

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## 8. How Recursion Works Internally

- Each function call is stored in the **call stack**
- New calls are added on top of the stack
- Once base case is reached, calls start returning
- Stack unwinds until the first call finishes

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## 9. Types of Recursion

### 1 Direct Recursion

A function calls itself directly.

### 2 Indirect Recursion

A function calls another function, which in turn calls the first function.

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## 10. Advantages of Recursion

- Clean and elegant code
- Easier to solve complex problems
- Reduces need for loops
- Best suited for tree and graph problems

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## 11. Limitations of Recursion

- Uses extra memory (call stack)
- Can cause stack overflow
- Slower compared to loops in some cases

- Harder to debug for beginners
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## 12. When to Use Recursion?

Use recursion when:

- Problem has repetitive structure
- Solution can be defined in terms of itself
- Input size reduces at every step
- Problem involves hierarchical data

Avoid recursion when:

- Performance is critical
  - Iterative solution is simpler
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## 13. Real-World Applications

- Tree traversal
  - Graph traversal
  - Factorial calculation
  - Fibonacci series
  - Divide and conquer algorithms (Merge Sort, Quick Sort)
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## 14. Time and Space Considerations

- Time complexity depends on number of recursive calls
  - Space complexity depends on recursion depth
  - Deep recursion may cause stack overflow
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## 15. Summary

- Recursion is a function calling itself

- Requires base case and recursive case
  - Simplifies complex problems
  - Uses call stack memory
  - Important concept in DSA
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