

# COMP1511 Week 10

~ Starting at 1:05pm ~



While you're waiting, please fill out your MyExperience survey!  
(You can access it from the 1511 Moodle page)

# Reflection

- What were your favourite parts of the course?
- What parts didn't you like?
- Was it what you expected?

# Abstract Data Types (ADTs)

- Custom data types (NOT builtin ones like ints, chars)
  - e.g. linked lists
  - usually have a set of functions associated with them that we can use to interact with the ADT
- We usually separate ADTs into their own header/implementation files

list.c

list.h

main.c

# Abstract Data Types (ADTs)

What's the point?

- Protection of data
- Hides complexities of implementation details

# Stacks

# Recursion

- A function calling itself!
- Allows us to break large problems into smaller ones which we can then solve
  - The recursive function typically calls itself on a smaller version of the same problem until it is able to solve it (when it reaches something known as the base case)

# Fibonacci

0, 1, 1, 2, 3, 5, 8, 13, 21, 34, 55, 89, ...

For example, fibonacci(3) = 2

```
int fibonacci(int num) {  
    if (num == 0) {  
        return 0;  
    } else if (num == 1) {  
        return 1;  
    }  
  
    return fibonacci(num - 1) + fibonacci(num - 2);  
}
```

```
int fibonacci(int num) {  
    if (num == 0) {  
        return 0;  
    } else if (num == 1) {  
        return 1;  
    }  
  
    return fibonacci(num - 1) + fibonacci(num - 2);  
}
```

fibonacci(4) =  
    ↙  
return fibonacci(3) + fibonacci(2)



```
int fibonacci(int num) {  
    if (num == 0) {  
        return 0;  
    } else if (num == 1) {  
        return 1;  
    }  
  
    return fibonacci(num - 1) + fibonacci(num - 2);  
}
```

fibonacci(4) =

return fibonacci(3) + fibonacci(2)

return fibonacci(2) + fibonacci(1)

```
int fibonacci(int num) {  
    if (num == 0) {  
        return 0;  
    } else if (num == 1) {  
        return 1;  
    }  
  
    return fibonacci(num - 1) + fibonacci(num - 2);  
}
```

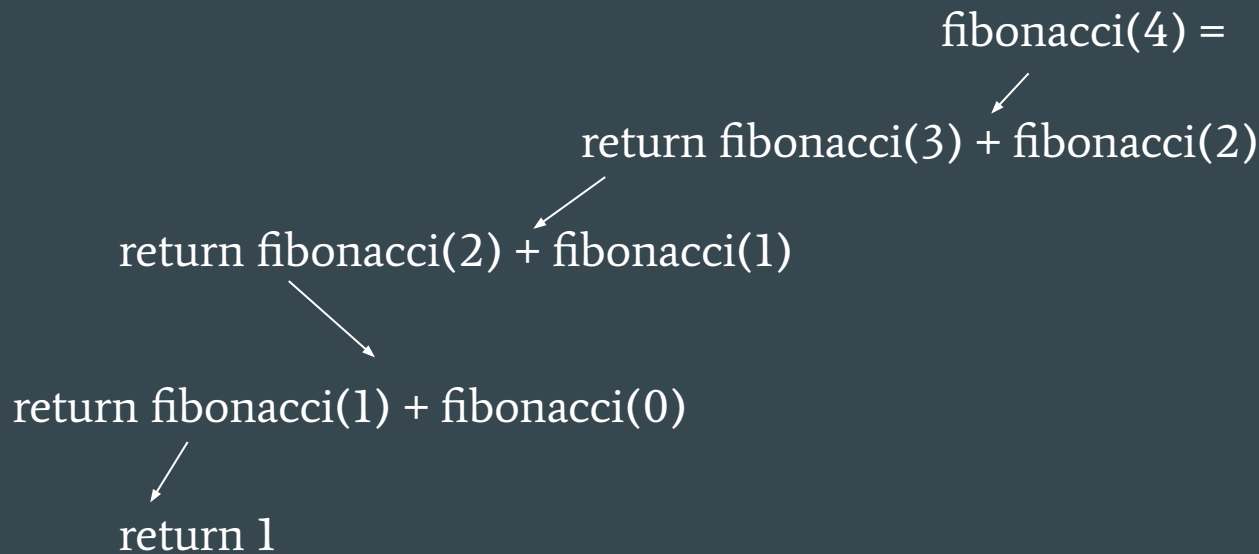
fibonacci(4) =

return fibonacci(3) + fibonacci(2)

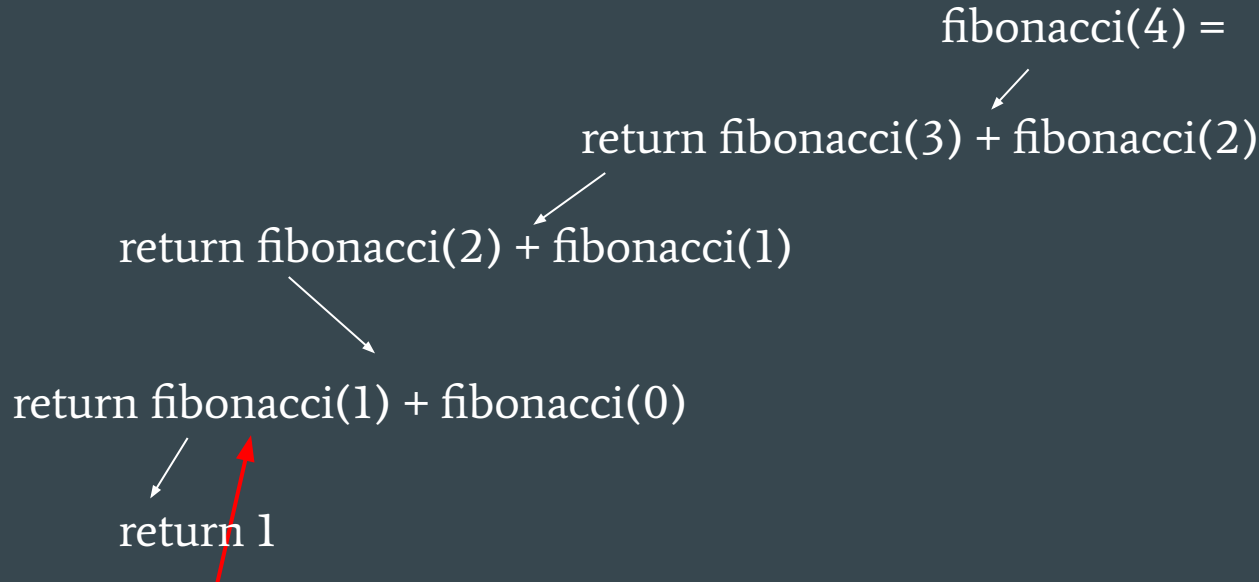
return fibonacci(2) + fibonacci(1)

return fibonacci(1) + fibonacci(0)

```
int fibonacci(int num) {  
    if (num == 0) {  
        return 0;  
    } else if (num == 1) {  
        return 1;  
    }  
  
    return fibonacci(num - 1) + fibonacci(num - 2);  
}
```



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    }  
  
    return fibonacci(num - 1) + fibonacci(num - 2);  
}
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    } else if (num == 1) {  
        return 1;  
    }  
  
    return fibonacci(num - 1) + fibonacci(num - 2);  
}
```

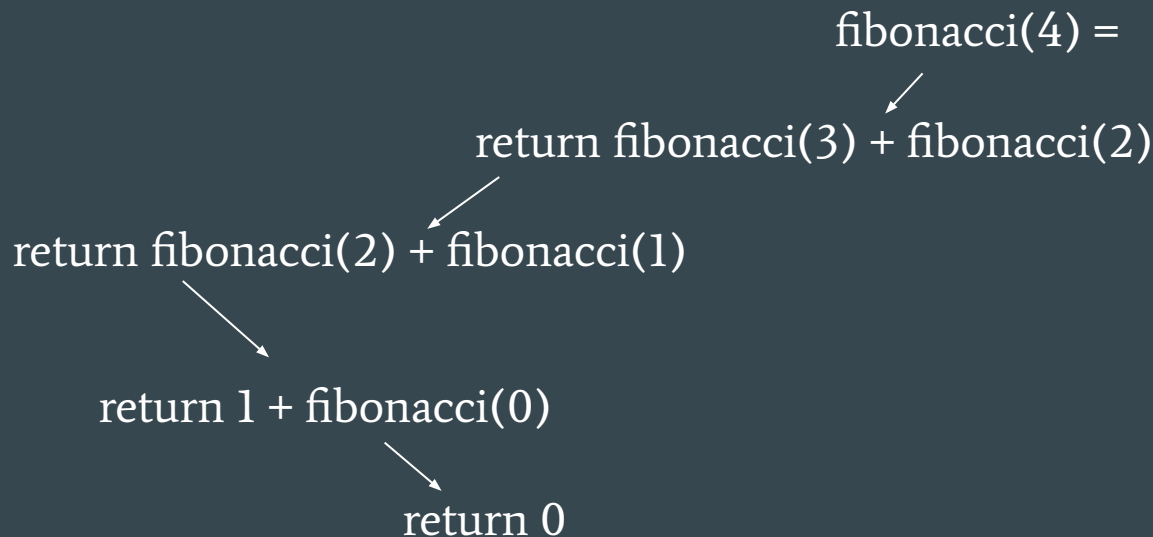
fibonacci(4) =

return fibonacci(3) + fibonacci(2)

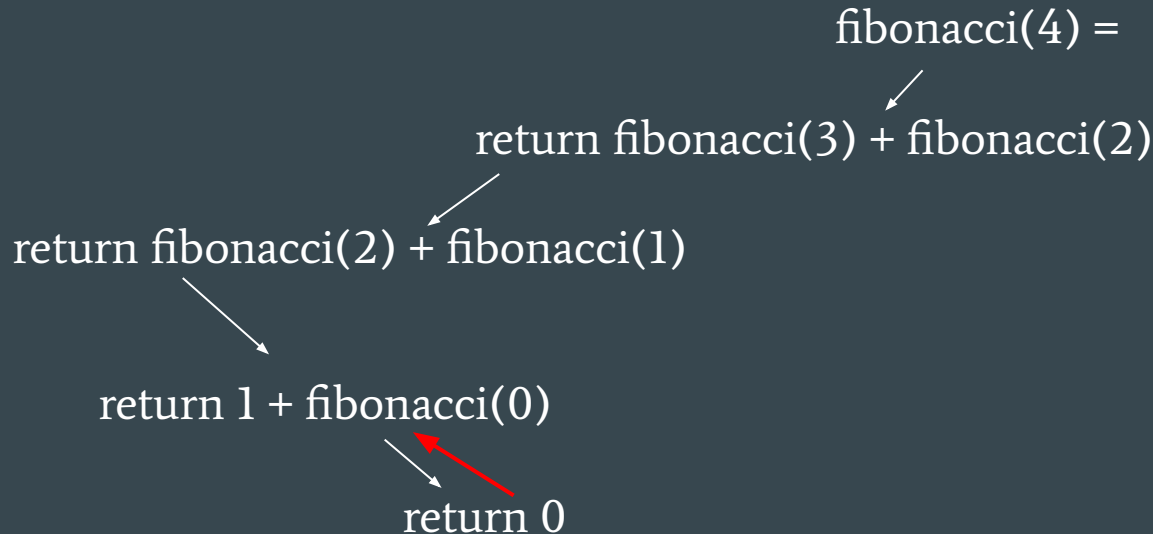
return fibonacci(2) + fibonacci(1)

return 1 + fibonacci(0)

```
int fibonacci(int num) {  
    if (num == 0) {  
        return 0;  
    } else if (num == 1) {  
        return 1;  
    }  
  
    return fibonacci(num - 1) + fibonacci(num - 2);  
}
```



```
int fibonacci(int num) {  
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    }  
  
    return fibonacci(num - 1) + fibonacci(num - 2);  
}
```



```
int fibonacci(int num) {  
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        return 0;  
    } else if (num == 1) {  
        return 1;  
    }  
  
    return fibonacci(num - 1) + fibonacci(num - 2);  
}
```

fibonacci(4) =

return fibonacci(3) + fibonacci(2)

return fibonacci(2) + fibonacci(1)

return 1 + 0



```
int fibonacci(int num) {  
    if (num == 0) {  
        return 0;  
    } else if (num == 1) {  
        return 1;  
    }  
  
    return fibonacci(num - 1) + fibonacci(num - 2);  
}
```

fibonacci(4) =

return fibonacci(3) + fibonacci(2)

return fibonacci(2) + fibonacci(1)

return 1

```
int fibonacci(int num) {  
    if (num == 0) {  
        return 0;  
    } else if (num == 1) {  
        return 1;  
    }  
  
    return fibonacci(num - 1) + fibonacci(num - 2);  
}
```

fibonacci(4) =

return fibonacci(3) + fibonacci(2)

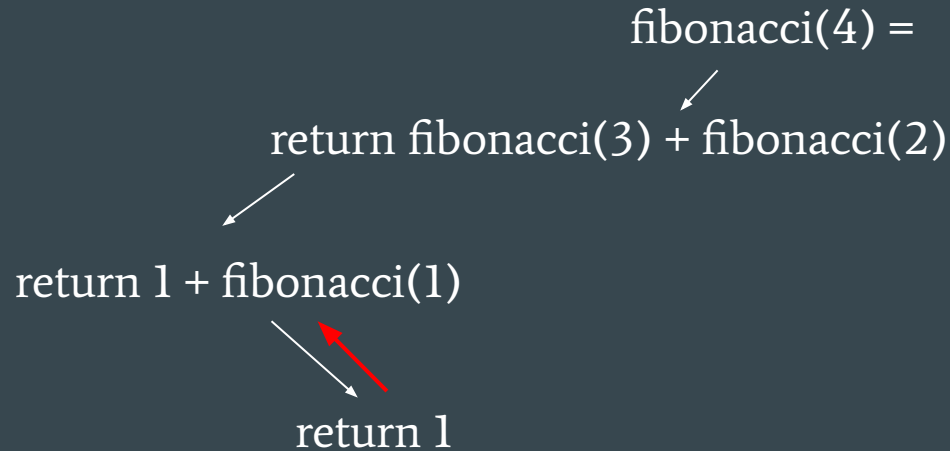
return 1 + fibonacci(1)

```
int fibonacci(int num) {  
    if (num == 0) {  
        return 0;  
    } else if (num == 1) {  
        return 1;  
    }  
  
    return fibonacci(num - 1) + fibonacci(num - 2);  
}
```

fibonacci(4) =  
    ↙  
return fibonacci(3) + fibonacci(2)  
    ↙  
return 1 + fibonacci(1)  
        ↘  
        return 1

```
int fibonacci(int num) {  
    if (num == 0) {  
        return 0;  
    } else if (num == 1) {  
        return 1;  
    }  
  
    return fibonacci(num - 1) + fibonacci(num - 2);  
}
```

fibonacci(4) =  
    return fibonacci(3) + fibonacci(2)  
        return 1 + fibonacci(1)  
            return 1



```
int fibonacci(int num) {  
    if (num == 0) {  
        return 0;  
    } else if (num == 1) {  
        return 1;  
    }  
  
    return fibonacci(num - 1) + fibonacci(num - 2);  
}
```

fibonacci(4) =

return fibonacci(3) + fibonacci(2)

return 1 + 1

```
int fibonacci(int num) {  
    if (num == 0) {  
        return 0;  
    } else if (num == 1) {  
        return 1;  
    }  
  
    return fibonacci(num - 1) + fibonacci(num - 2);  
}
```

fibonacci(4) =

return fibonacci(3) + fibonacci(2)

return 2



```
int fibonacci(int num) {  
    if (num == 0) {  
        return 0;  
    } else if (num == 1) {  
        return 1;  
    }  
  
    return fibonacci(num - 1) + fibonacci(num - 2);  
}
```

fibonacci(4) =



return 2 + fibonacci(2)

```
int fibonacci(int num) {  
    if (num == 0) {  
        return 0;  
    } else if (num == 1) {  
        return 1;  
    }  
  
    return fibonacci(num - 1) + fibonacci(num - 2);  
}
```

fibonacci(4) =



return 2 + fibonacci(2)



return fibonacci(1) + fibonacci(0)



Speeding things up...

```
int fibonacci(int num) {  
    if (num == 0) {  
        return 0;  
    } else if (num == 1) {  
        return 1;  
    }  
  
    return fibonacci(num - 1) + fibonacci(num - 2);  
}
```

fibonacci(4) =



return 2 + fibonacci(2)



return 1 + 0

```
int fibonacci(int num) {  
    if (num == 0) {  
        return 0;  
    } else if (num == 1) {  
        return 1;  
    }  
  
    return fibonacci(num - 1) + fibonacci(num - 2);  
}
```

fibonacci(4) =  
    ↙  
return 2 + fibonacci(2)  
        ↘ ↗  
          return 1

```
int fibonacci(int num) {  
    if (num == 0) {  
        return 0;  
    } else if (num == 1) {  
        return 1;  
    }  
  
    return fibonacci(num - 1) + fibonacci(num - 2);  
}
```

fibonacci(4) =



return 2 + 1

```
int fibonacci(int num) {  
    if (num == 0) {  
        return 0;  
    } else if (num == 1) {  
        return 1;  
    }  
  
    return fibonacci(num - 1) + fibonacci(num - 2);  
}
```

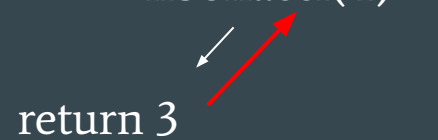
fibonacci(4) =



return 3

```
int fibonacci(int num) {  
    if (num == 0) {  
        return 0;  
    } else if (num == 1) {  
        return 1;  
    }  
  
    return fibonacci(num - 1) + fibonacci(num - 2);  
}
```

fibonacci(4) =



return 3

```
int fibonacci(int num) {  
    if (num == 0) {  
        return 0;  
    } else if (num == 1) {  
        return 1;  
    }  
  
    return fibonacci(num - 1) + fibonacci(num - 2);  
}
```

$\text{fibonacci}(4) = 3$

# Writing Recursive Functions

Two main things to consider

- Base case
  - When do we want to stop recursing anymore?
  - Need to have a base case or you'll have infinite recursion!
- Recursive case
  - What do we want to call our recursive function on (e.g. fibonacci( $n - 1$ ))
  - Should bring you **closer** to the base case

# Exam

- 3rd December 1-7pm
- Open book, but cannot communicate with others during the exam
- Check Tuesday's lecture for more details
- Practice exam in today's lab



**Any Questions?**

**Thanks for a great term!**