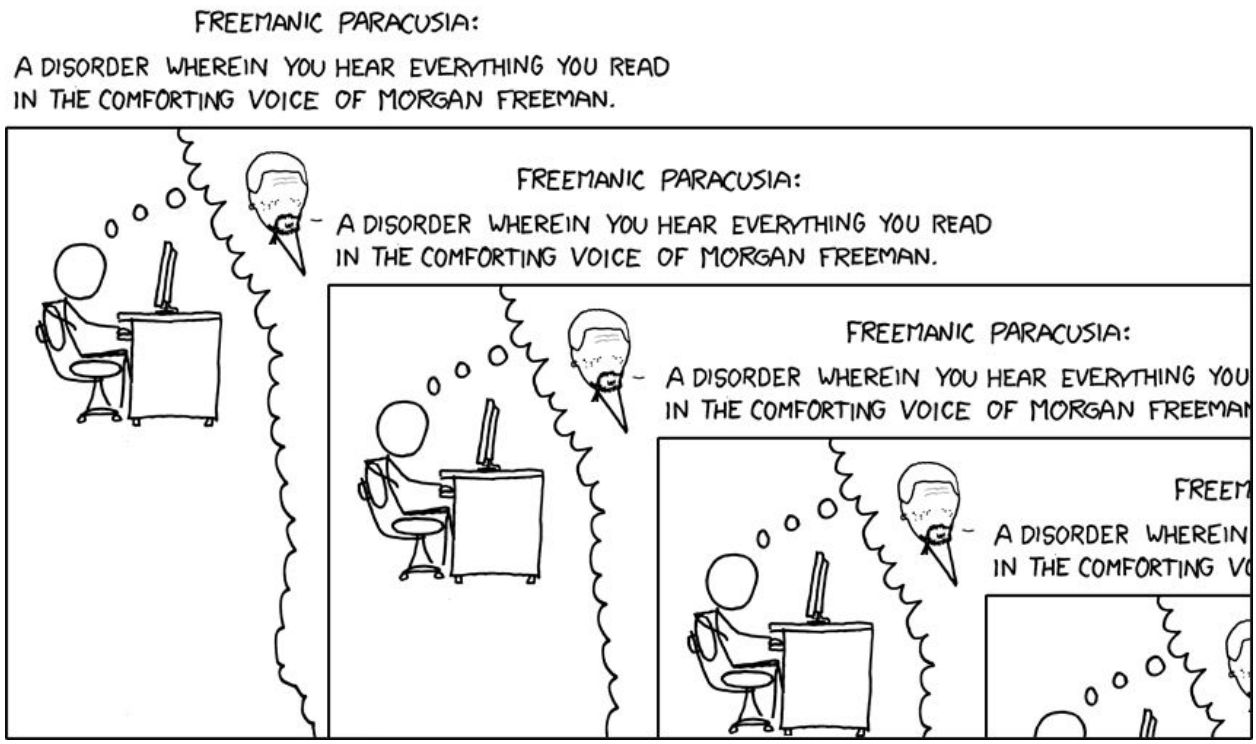
1-D Search



Our goal is to search for objects in 2-D space - in order to do that, we need to search in 1 dimension first using recursion.

You will scan in a number, and make a 1-D array of that length of '*'s (or any character of your choice). A 'X' will be randomly placed on that 1-D array, and your job is to tell the user how many spaces away the 'X' is from the beginning index.

Your recursion function should have three variables - the array, the current position (which will increase by 1 each recurse) and a counter (which will also increase by 1 each recurse). The counter and current position may seem redundant, but it will become essential when searching in 2-D (or 3-D) space.