Recursive Programming Extravaganza

Power

- Implement an operation that raises a number to a positive integer power using recursive programming
- power(base, exp)

• Multiplication using only + and -

- o Implement the multiplication of two numbers with recursive programming
- o multiply(a, b)
- Start with only positive integers
 - Then try to make the solution work for negative integers as well

Factorial

- o Implement the mathematical operation factorial with recursive programming
- factorial(n)
- The factorial of five:
 - **5!** = 5*4*3*2*1 = 120
 - print(factorial(5))
 - output: 120

Print the first n natural numbers

- Implement an operation that prints the first n natural numbers using recursive programming
 - output in a single line (OK, if starts or ends with space)
- o natural(n)
- Natural numbers: positive integers > 0
 - natural(**5**)
 - output: 1 2 3 4 5

• Sum of digits in positive integers

- Implement an operation that calculates and returns the sum of digits of a parameter using recursive programming
- sum_of_digits(x)
- o Sum of all digits of the 10-base representation of the number
 - number of digits of 254 = 2+5+4 = 11
 - print(sum_of_digits(254))
 - output: **11**

Fibonacci

- o Implement a recursive function that returns a fibonacci number
 - The function takes the position in the fibonacci sequence as a parameter
 - Returns the value of the fibonacci number in that position
- Definition of fibonacci (for n >= 0):
 - fibonacci(0) = 0
 - fibonacci(1) = 1
 - fibonacci(n) = fibonacci(n-1) + fibonacci(n-2)
- Easy to do with two recursive calls in each iteration
 - The time complexity is then *exponential*: O(2ⁿ)
- Try to do it with only one recursive call in each iteration
 - Linear time complexity: O(n)
 - **Hint:** you will need to keep track of at least two numbers in each iteration, and move them on in the recursion
 - Hint: það þarf að halda utan um tvær tölur í hverri umferð, og fleyta áfram í endurkvæmninni

Ackermann

- This one is more for fun than to solve any useful problem
 - I recommend you finish the prefix parser first
 - It's much more useful and interesting:)
- Read the definition of the Ackermann function
 - https://en.wikipedia.org/wiki/Ackermann_function
- Once you have it implemented, try some parameters
 - Which parameters do not give a StackOverflow?

Prefix parser

- You are given a base for a program (*PrefixParserBase.zip*)
- In the base there is the class *Tokenizer* that splits a string on white-spaces and returns the next token whenever the function *tokenizer.get_next_token()* is called.
- Read the definition for prefix notation (or Polish notation).
 - https://en.wikipedia.org/wiki/Polish notation
- Write a recursive function that handles each token from a prefix statement correctly so that the correct result is eventually returned.
- Start by thinking about a very simple prefix statement.
 - **+43**
 - The first token is a plus, telling us that we can get the next two tokens and add them together:
 - 4 + 3 = 7
 - Wondering what to do when the token is a number?
 - Remember that one number is also a valid prefix statement
 - 42 = 42
- Then add complexity.
 - **++438**
 - After getting a plus sign, we encounter another operator. This means that instead of a single number, we finish evaluating that operator and return its result onto the first operator.
 - + (+ 4 3) 8 = + 7 8 = 15
- Add other operators.
 - -43=4-3=1
 - \blacksquare + 4 3 8 = + (- 4 3) 8 = + 1 8 = 9
- Also add * and /
 - You must detect when a division by zero is about to occur
 - Raise a *DivisionByZero()* exception