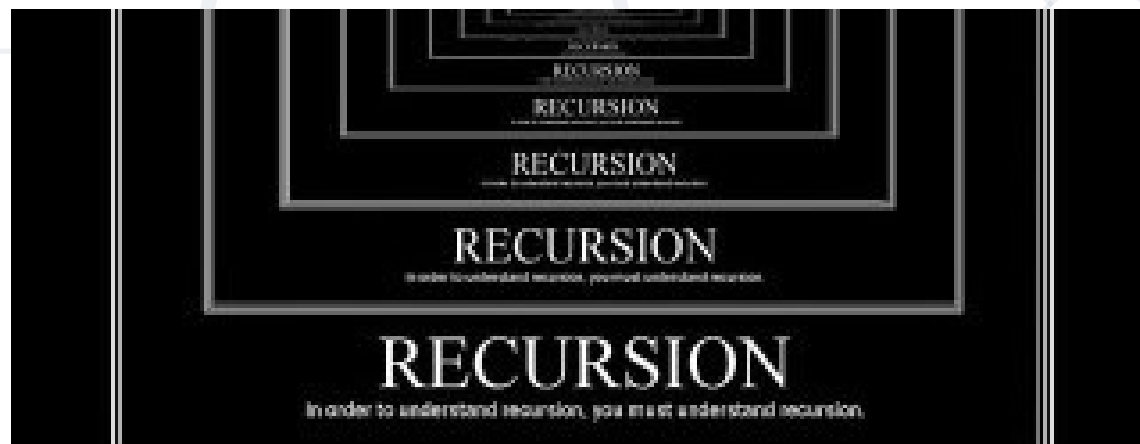


Recursion

Using Recursion, Recursion vs Iteration



SoftUni Team
Technical Trainers



SoftUni

Software University

<https://about.softuni.bg/>

1. Recursion

- A function calls itself

2. Recursion or Iteration?

- Harmful Recursion and Optimizing Bad Recursion






What is Recursion?

What is Recursion?

- A function or a method that **calls itself** one or more times until a specified **condition** is **met**
 - After the recursive call the rest code is processed **from the last** one called **to the first**



```
int f(int n)
{
    if (n > 1)
        return n * f(n-1);
}
```



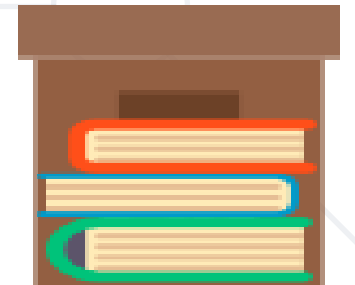
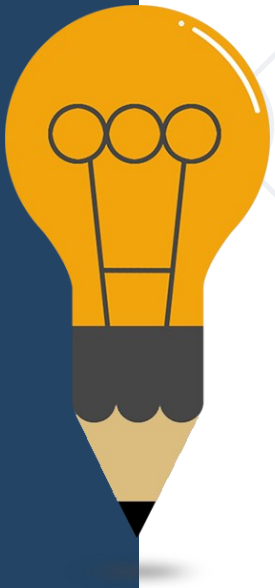
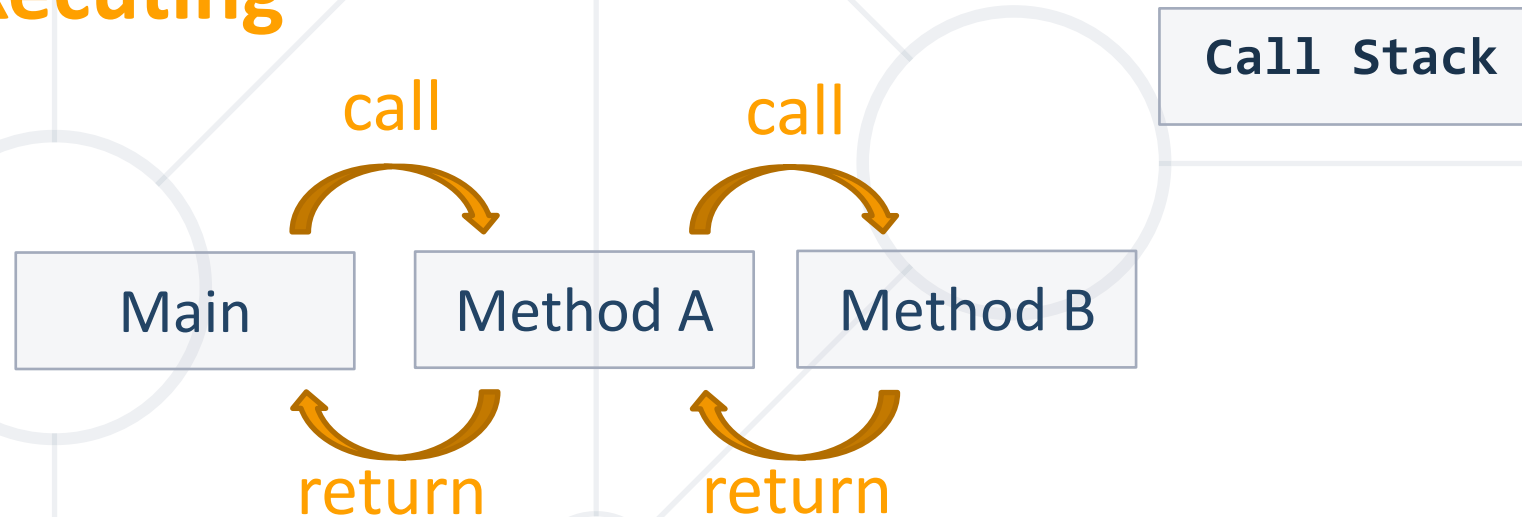
What is Recursion?

- **Recursion** == method solving problems
 - Where the solution depends on the solutions of smaller instances of the same problem
- A common **computer programming approach** is to:
 - **Divide** a problem into **sub-problems** of the same type as the original
 - **Solve** those sub-problems
 - **Combine** the **results**



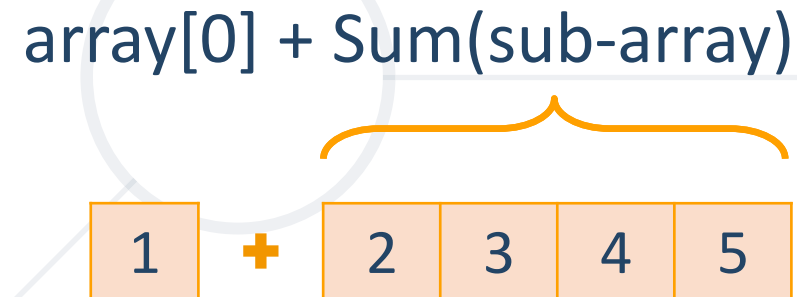
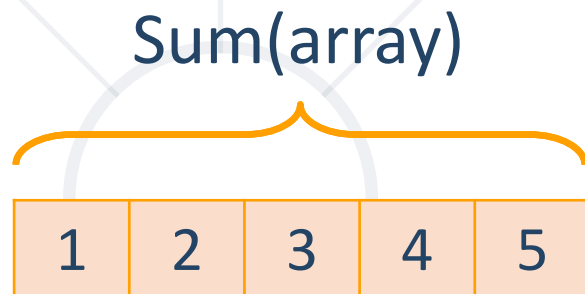
Call Stack

- "The stack" is a small **fixed-size** chunk of memory (e. g. 1MB)
- Keeps track of **the point** to which each active subroutine should **return control** when it **finishes executing**

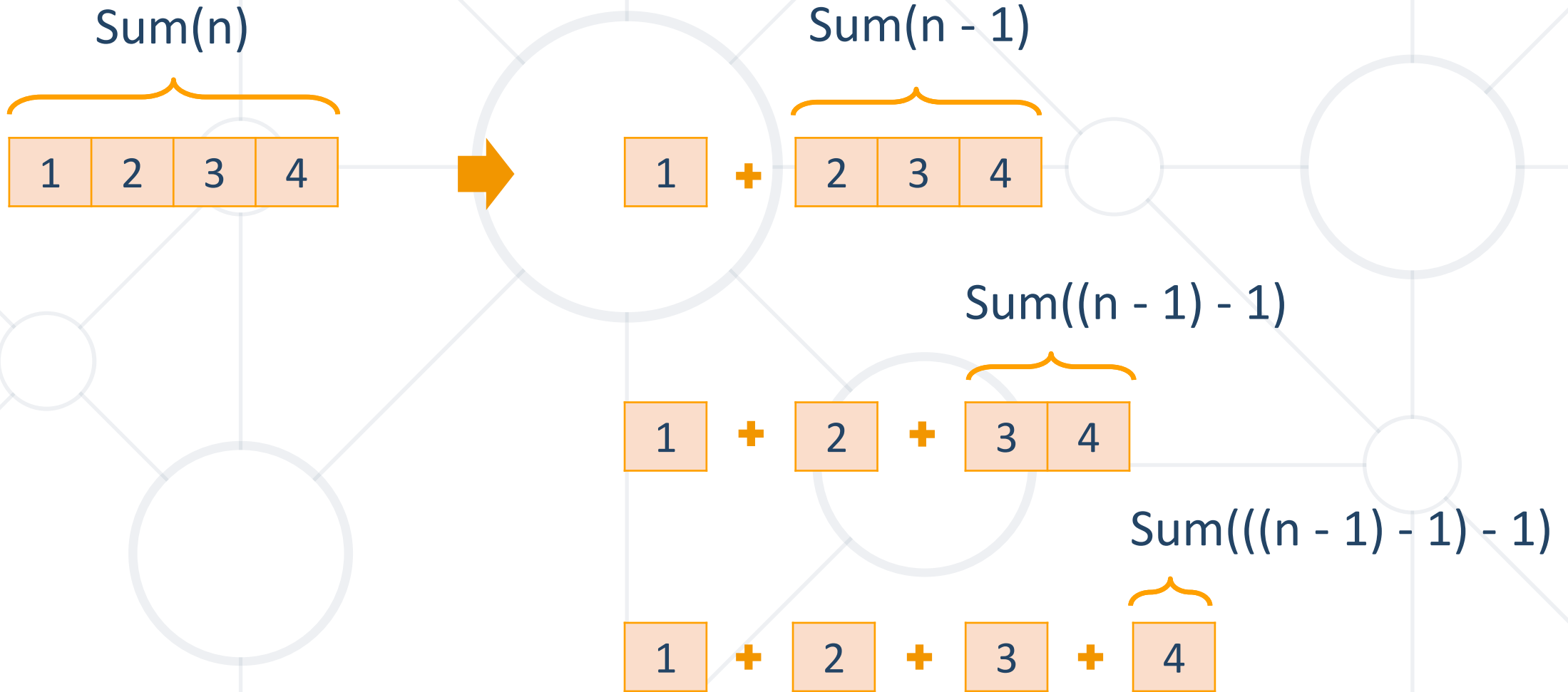


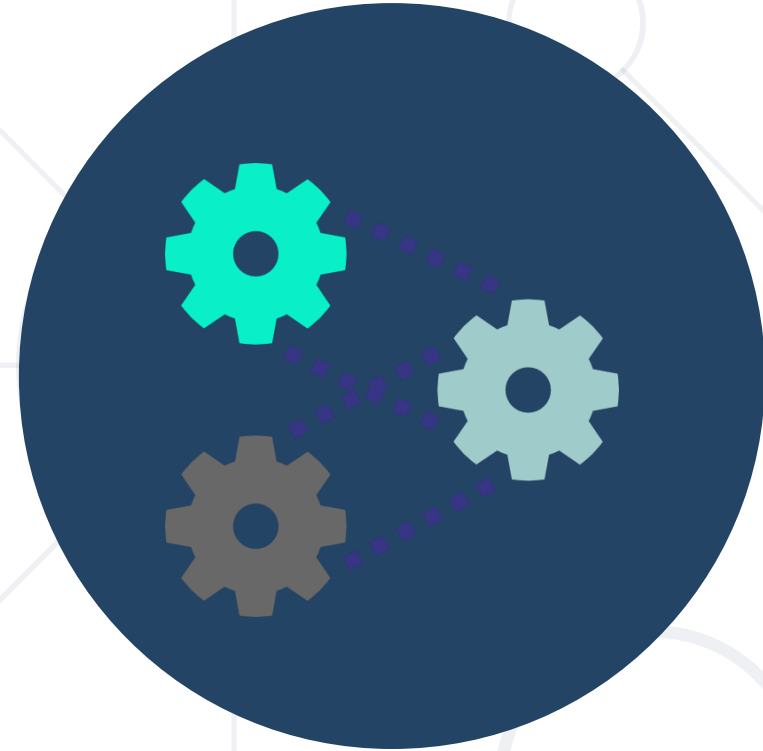
Recursion: Other Definition

- Problem solving technique (in CS)
 - Involves a **function calling itself**
 - The function should have a **base case**
 - **Each step** of the recursion should **move towards** the **base case**



Array Sum – Example

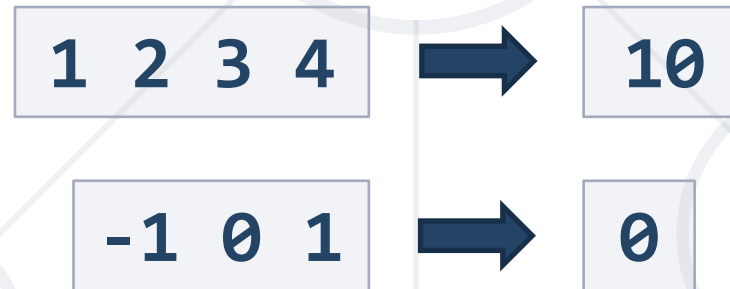




Live Exercises

Problem: Array Sum

- Create a **recursive method** that
 - Finds the sum of all numbers stored in an **int[] array**
 - Read the numbers from the console



Solution: Array Sum

```
static int Sum(int[] array, int index)
{
    if (index == array.Length - 1)
    {
        return array[index];
    }

    return array[index] + Sum(array, index + 1);
}
```

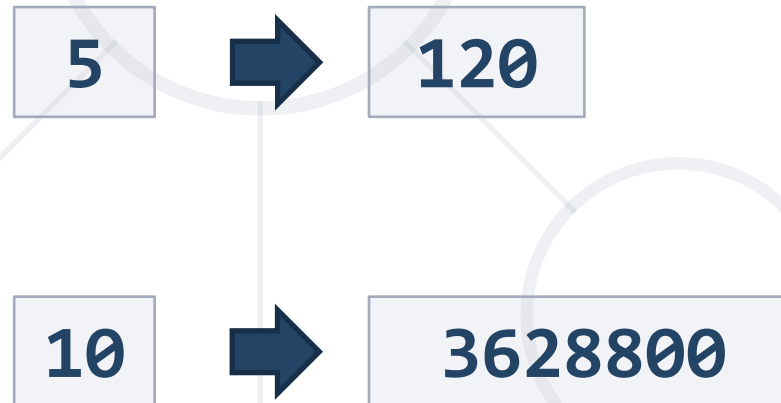
Base case

Recursive call

Check your solution here: <https://judge.softuni.org/Contests/Practice/Index/3185#0>

Problem: Recursive Factorial

- Create a **recursive method** that calculates **$n!$**
 - Read n from the console



Recursive Factorial – Example

- Recursive definition of **n!** (n factorial):

$$\begin{aligned} n! &= n * (n-1)! \text{ for } n > 0 \\ 0! &= 1 \end{aligned}$$

3!	=	3 * 2!
2!	=	2 * 1!
1!	=	1 * 0!
0!	=	1

Solution: Recursive Factorial

```
static long GetFactorial(int num)
{
    if (num == 0)
        return 1;

    return num * GetFactorial(num - 1);
}
```

Base case

Recursive call

Check your solution here: <https://judge.softuni.org/Contests/Practice/Index/3185#2>

- **Direct** recursion
 - A method directly calls itself
- **Indirect** recursion
 - Method **A** calls **B**, method **B** calls **A**
 - Or even **A** → **B** → **C** → **A**

- Recursive methods have **three** parts:
 - **Pre-actions** (before calling the recursion)
 - **Recursive calls** (step-in)
 - **Post-actions** (after returning from recursion)

```
static void Recursion()  
{  
    // Pre-actions  
    Recursion();  
    // Post-actions  
}
```


Problem: Recursive Drawing

- Create a **recursive method** that draws the following figure

5



```
*****  
*****  
***  
**  
*  
#  
##  
###  
####  
#####  
#####
```

Check your solution here: <https://judge.softuni.org/Contests/Practice/Index/3185#3>

Pre-Actions and Post-Actions – Example

```
static void PrintFigure(int n)
{
    if (n == 0)
        return;

    // TODO: Pre-action: print n asterisks
    PrintFigure(n - 1);
    // TODO: Post-action: print n hashtags
}
```

A background network diagram consisting of a grid of light gray lines intersecting at various points. At these intersections, there are small, light gray circles. Some of these circles are larger than others, and they are connected by the grid lines, creating a web-like structure. The overall aesthetic is clean and technical.

R || I

**When to Use and When to Avoid
Recursion?**

Performance: Recursion vs. Iteration

- Recursive calls are **slower**
- Parameters and return values **travel** through the stack
- Good for **branching** problems

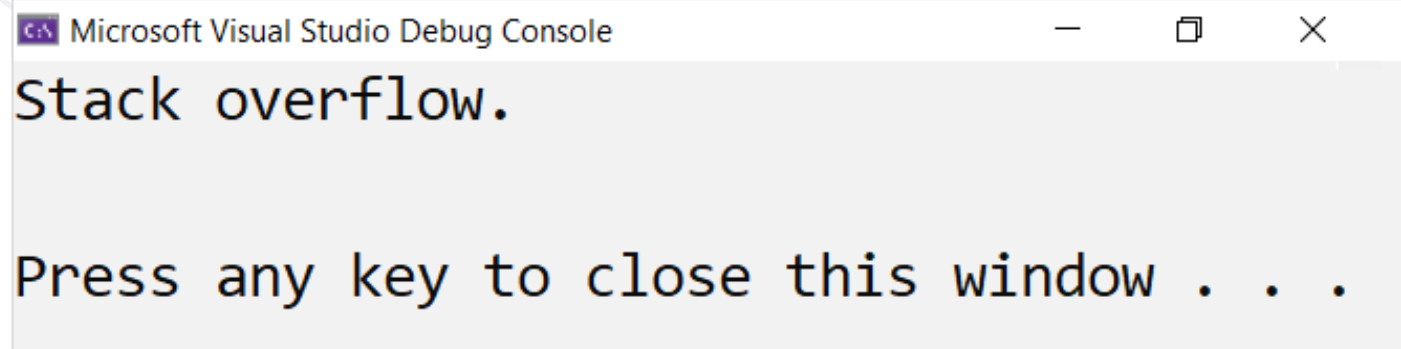
```
static long Fact(int n)
{
    if (n == 0) {
        return 1;
    }
    return n * Fact(n - 1);
}
```

- No function call **cost**
- Creates **local** variables
- Good for **linear** problems (no branching)

```
static long Fact(int n)
{
    long result = 1;
    for (int i = 1; i <= n; i++)
        result *= i;
    return result;
}
```



- **Infinite recursion** == a method calls itself infinitely
 - Typically, infinite recursion == bug in the program
 - The bottom of the recursion is missing or wrong
 - In C# / Java / C++ causes "stack overflow" error



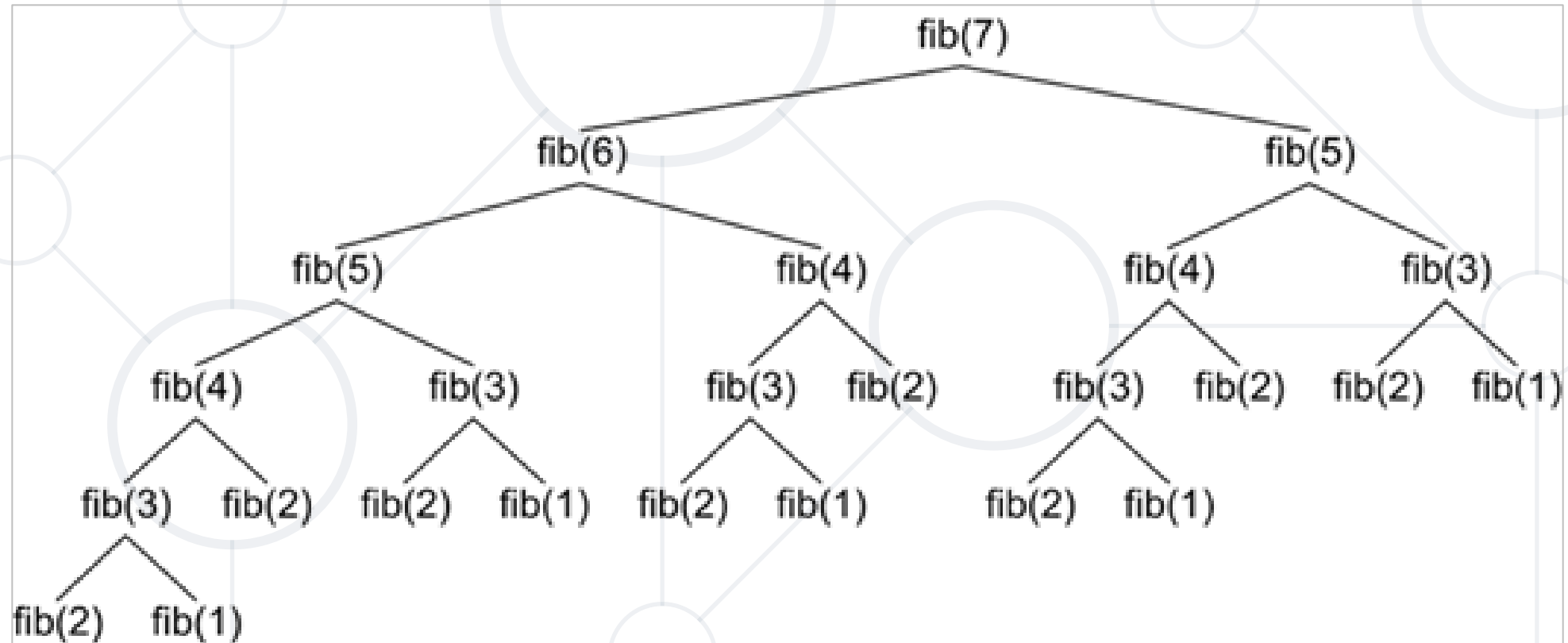
Recursion Can Be Harmful!

- When used incorrectly recursion could take too much **memory** and **computing power**

```
static long CalcFib(int number)
{
    if (number <= 1)
    {
        return 1;
    }
    return CalcFib(number - 1) + CalcFib(number - 2);
}
Console.WriteLine(CalcFib(10)); // 89
Console.WriteLine(CalcFib(50)); // This will hang!
```

How the Recursive Fibonacci Calculation Works?

- **fib(n)** makes about **fib(n)** recursive calls
- The same value is calculated many, many times!



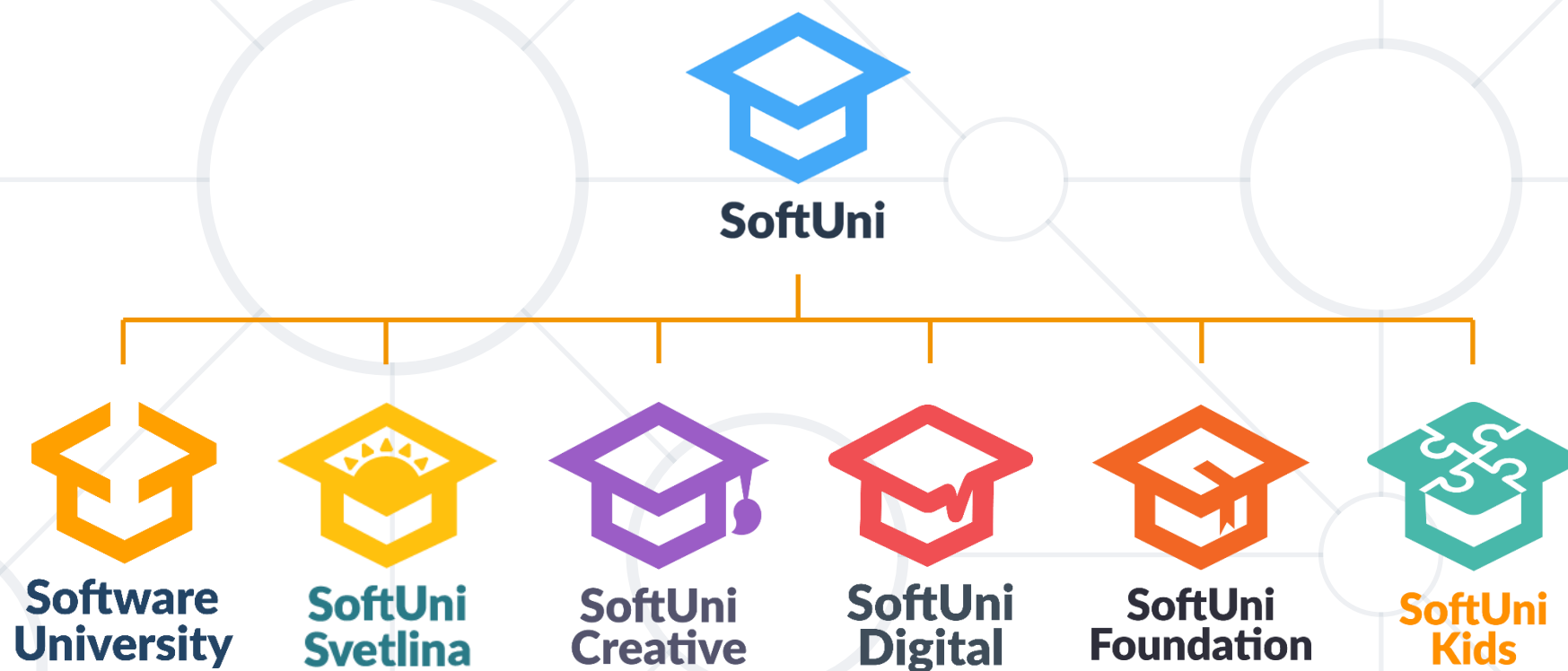
When to Use Recursion?

- Avoid recursion when an **obvious** iterative algorithm **exists**
 - Examples: **factorial**, **fibonacci** numbers
- Use recursion for **combinatorial** algorithms where:
 - At each step you need to **recursively** explore more than one possible continuation, i.e. **branched** recursive algorithms



- **Recursion**: a method calls itself with different input
 - Pre-actions → recursion → post-actions
- When **to use recursion**?
 - Branched recursive process
- When **to use iteration**?
 - Linear recursive process

Questions?



- This course (slides, examples, demos, exercises, homework, documents, videos and other assets) is **copyrighted content**
- Unauthorized copy, reproduction or use is illegal
- © SoftUni – <https://softuni.org>
- © Software University – <https://softuni.bg>

