

# Programming Design Worksheet - Redfield

## for CS1310 (programs 2-7) and CS1311 (programs 1-6)

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Print it for class (if you must miss, submit one file to Designs).

First name **Davide** Last name **Russillo**

Design for program name **Recursive Quadratic**

### DATA

Variables needed in WORDS for main and globally

restart y or n  
input number

Formulas/equations + if any

$$f(x) = 4x^2 + 2x + 7$$

$$f(z) = f(z-1) + 8z - 2, f(0) = 7$$

C DECLARATIONS for main & global

char restart;  
int num;

*(STARTING TicTacToe:put image; or draw: Insert, Drawing; or put at end of the file)*

draw in RAM with possible values

$$\begin{array}{rcl} f(3) & = & f(3-1) + 8*3 - 2 \\ & | & \\ f(2) & = & f(2-1) + 8*2 - 2 \\ & | & \\ f(1) & = & f(1-1) + 8*1 - 2 \\ & | & \\ f(0) & = & 7 \\ & | & \\ f(1) & = & 7 + 8*1 - 2 = 13 \\ & | & \\ f(2) & = & 13 + 8*2 - 2 = 27 \\ & | & \\ f(3) & = & 27 + 8*3 - 2 = \underline{49} \end{array}$$

### **Algorithm to PSEUDOCODE level** for each function

(remember to indent under if, switch, while, do-while, for)

#### **main:**

```
while restart not equal y or Y
    print enter positive integer
    input num
    print f(num) non recursive
    print f(num) recursive
    print would you like to start again
    input restart
```

**other functions (bold the names):** (put them before main in the program!)

```
int f_normal(int x)
    return 4*x*x + 2*x + 7
```

```
int f_recursive(int z)
    if z is zero
        return 7
    else
        return f_recursive(z - 1) + 8*z - 2
```

**OTHER part of the design** (see assignment - *input or sample output*)

**f\_normal**(3) = 49

**f\_recursive**(3) = 49