# CS1010E: Programming Methodology

Assessed Lab 3A: Functions & Recursions [10%]

#### 15 Mar 2017

# Instructions

# Please read all the instructions very carefully!

- 1. This is an **Open Book** assessment:
  - You are allowed to bring any printed materials and calculator
  - You are NOT allowed to use other electronic devices besides the lab's computer
  - You are NOT allowed to talk with your friends, to talk with invigilators please raise your hand
  - You are NOT allowed to access the internet except to the plab server via SSH terminal
- 2. This lab assessment consists of **one** (1) problems with several tasks:
  - The tasks are intended to guide you in solving the problem
  - Each task should have **its own separate file** where the task number is written at the back: task3.c is used for task 3
  - To proceed to the next level (e.g., from task 2 to task 3), copy your program using the command cp task2.c task3.c
  - Fill in your Name, Matric (starts with A), and NUSNET ID (starts with either A or E)
- 3. Numerical and precision guides:
  - Two (2) types of input numbers: real (may have decimal point) and integer (no decimal point)
  - integer may contain leading zeroes: always use scanf("%d") to ensure decimal representation
  - integer has a range of  $-2^{31}$  to  $+2^{31}-1$ , unsigned integer has a range of 0 to  $+2^{32}-1$
  - Always use double for real number input for high precision, but numbers that differs by less than
     0.001 are considered equal
- 4. Starting the tests:
  - Use the program SSH Secure Shell Client
  - Login to plab server using the given username and password
- 5. Testing and debugging guides:
  - You may open two (2) or more SSH Terminal: 1 for coding and 1 for compilation + testing
  - Assumption stated in the task is considered to always hold and no checking is necessary
  - Assumption NOT stated in the task will be tested in hidden input: always think of worst case
  - Test case outputs are organized by task number and test case number:
    - Task number T on test case number C have output file testT\_C.out
    - For example: task number 2 with test case number 3 have output file test2\_3.out
  - Test case inputs are the same for all tasks: e.g., test2.in
- 6. Marking:
  - Grading is done automatically using CodeCrunch: only the largest correct task is considered
  - For instance: Task 1 is empty (i.e., not done at all), Task 2 is correct, Task 3 is incorrect  $\mapsto$  mark for Task 2 is taken
  - The mark for each task is given on the right side, it is a cumulative mark
- 7. Time management suggestion: [Total Time: 1 hour 30 minutes]:
  - Coding: approx. 1 hour ( $\pm 30$  minutes for debugging)
  - Ending: approx. last 5 minutes ensures that you save the filename correctly

Multi-Factorial [10 %]

# **Problem Description**

"Multifactorial is a generalization of the factorial and double factorial,

$$n! = n!^{(1)} = n \times (n-1) \times (n-2) \times ... \times 2 \times 1$$

$$n!! = n!^{(2)} = n \times (n-2) \times (n-4) \times ...$$

$$n!!! = n!^{(3)} = n \times (n-3) \times (n-6) \times ...$$

$$...$$

$$n!!...!! = n!^{(k)} = n \times (n-k) \times (n-2k) \times ...$$
(1)

"etc., where the products run through positive integers." – Wolfram

Note that the value of  $0!^{(k)} = 1$  for all possible k. Although  $n!^{(k)}$  rises more slowly as k increases, the value can still be extremely large for sufficiently large n and k. As such, we will use *modular arithmetic* to force the result within the range of **integer**. Therefore, the multifactorial formula can be rewritten as in Formula 2.

$$n!_m^{(k)} = (n \times (n-k) \times (n-2k) \times \dots) \mod m$$
 (2)

Since we will be using modulo operator in this problem, you need to be familiar with the theorems from modular arithmetic. The two (2) theorems necessary for modular arithmetic are reproduced below:

$$(x+y) \bmod m = ((x \bmod m) + (y \bmod m)) \bmod m \tag{3}$$

$$(x \times y) \bmod m = ((x \bmod m) \times (y \bmod m)) \bmod m \tag{4}$$

#### Concepts Tested:

- 1. Input/Output: scanf and printf
- 2. Modulo & Boolean Arithmetic: %, | |, &&, ==, etc
- 3. Selection Statement: **if** and/or **if-else**
- 4. Repetition Statement: while and/or for as well as nested repetition
- 5. Function: including simple recursion

## Final Objective

Given three **integer** numbers n, k, and m find  $n!_m^{(k)}$ .

#### Example

The following table lists the values of the first few multifactorials for  $n = 1, 2, 3, \dots$ 

n!	$1, 2, 6, 24, 120, 720, \dots$
n!!	$1, 2, 3, 8, 15, 48, 105, \dots$
n!!!	$1, 2, 3, 4, 10, 18, 28, 80, 162, 280, \dots$
n!!!!	$1, 2, 3, 4, 5, 12, 21, 32, 45, 120, \dots$

# Assumptions

The following assumptions are considered to be true, they limit the inputs to the following restrictions:

#### **Tasks**

The problem is split into 5 tasks with 4 number of testcases given. In the sample run, please note the following:

- $\leftarrow$  is the *invisible* [newline] character.
- User input in blue and program output in purple color.
- Comments are in green color and are not part of the input and/or output.
- If the test(s) give(s) **NO** message(s), it means your program is correct.

```
Task 1/5: |Input/Output|
                                                                                        [1%]
Write a program to read three integer numbers n, k, and m, and print the value of n \times k \mod m.
Sample Run:
Inputs:
                                 Outputs:
7 3 11
                                 10← | 21 mod 11
Save your program in the file named multifact1.c. No submission is necessary.
Test your program using the following command(s):
./a.out < test1.in | diff - test1_1.out
./a.out < test2.in | diff - test1_2.out
./a.out < test3.in | diff - test1_3.out
./a.out < test4.in | diff - test1_4.out
To proceed to the next task (e.g., task 2), copy your program using the following command:
cp multifact1.c multifact2.c
```

#### Task 2/5: [Simple Recursion and/or Iteration]

[3%]

Write a program to read three **integer** numbers n, k, and m, and print the value of  $(n-k) \mod m$ ,  $(n-k+1) \mod m, \ldots, n \mod m$ . Note that there is **NO** additional [space] at the end. Hint:

- Iteration: what is the initial number, what is the final number, what is the update operation?
- **Recursion:** what is the base case, what is the recursive case, when and what to print?

#### Sample Run:

Inputs:

Outputs:

```
7 3 11
                              4 5 6 7← | 4 mod 11, 5 mod 11, 6 mod 11, 7 mod 11
```

Save your program in the file named multifact2.c. No submission is necessary.

Test your program using the following command(s):

```
./a.out < test1.in | diff - test2_1.out
./a.out < test2.in | diff - test2_2.out
./a.out < test3.in | diff - test2_3.out
./a.out < test4.in | diff - test2_4.out
```

To proceed to the next task (e.q., task 3), copy your program using the following command: cp multifact2.c multifact3.c

# Task 3/5: [Modular Arithmetic]

[6%]

Write a program to read three **integer** numbers n, k, and m, and print the value of  $(n \times (n-1) \times n)$  $(n-2) \times \ldots \times (n-k) \mod m$ .

Hint:

- Iteration: what is the initial number, what is the final number, what is the update operation?
- **Recursion:** what is the base case, what is the recursive case, what to return?
- Modulo: where to insert the modulo operator according to Formula 3 and 4.

#### Sample Run:

Inputs:

Outputs:

7 3 11

4← | 840 mod 11

Save your program in the file named multifact3.c. No submission is necessary.

Test your program using the following command(s):

```
./a.out < test1.in | diff - test3_1.out
./a.out < test2.in | diff - test3_2.out
./a.out < test3.in | diff - test3_3.out
./a.out < test4.in | diff - test3_4.out
To proceed to the next task (e.g., task 4), copy your program using the following command:
```

cp multifact3.c multifact4.c

#### Task 4/5: |Factorial|

[8%]

Write a program to read three **integer** numbers n, k, and m, and print the value of  $(n \times (n-1) \times n)$  $(n-2) \times \ldots \times \ldots \times 1 \mod m$ .

Hint:

- Iteration: what is the initial number, what is the final number, what is the update operation?
- **Recursion:** what is the base case, what is the recursive case, what to return?
- Modulo: where to insert the modulo operator according to Formula 3 and 4.
- Fun Fact: although inconsequential to your algorithm, note that  $n! \mod m = 0$  if  $n \ge m$ .

## Sample Run:

Inputs:

Outputs:

7 3 11

```
2← | 7! mod 11 = 5040 mod 11
```

Save your program in the file named multifact4.c. No submission is necessary.

Test your program using the following command(s):

```
./a.out < test1.in | diff - test4_1.out
./a.out < test2.in | diff - test4_2.out
./a.out < test3.in | diff - test4_3.out
./a.out < test4.in | diff - test4_4.out
```

To proceed to the next task (e.g., task 5), copy your program using the following command:

cp multifact4.c multifact5.c

#### Task 5/5: [Multi-Factorial]

[10%]

Write a program to read three **integer** numbers n, k, and m, and print the value of  $n!_m^{(k)}$ . Hint:

- Iteration: what is the initial number, what is the final number, what is the update operation?
- **Recursion:** what is the base case, what is the recursive case, what to return?
- Modulo: where to insert the modulo operator according to Formula 3 and 4.

#### Sample Run:

Inputs:

Outputs:

7 3 11

```
6← | 7!!! mod 11 = 28 mod 11
```

Save your program in the file named multifact5.c. No submission is necessary.

Test your program using the following command:

```
./a.out < test1.in | diff - test5_1.out
./a.out < test2.in | diff - test5_2.out
./a.out < test3.in | diff - test5_3.out
./a.out < test4.in | diff - test5_4.out
```

# Useful VIM and SSH Terminal Commands

• VIM Mode Switch: • Advanced Program Execution Commands i nsert (from Command) in SSH Terminal: esc esc ape to Command - ./a.out < f\_in</pre> • Basic VIM Commands: [mode=Command] run program with input redirection from w rite file — :w file located at f\_in — : q q uit file (e.g. ./a.out < test1.in) - :q! q uit file (forced: without saving)  $./a.out < f_in > f_out$ - :wq w rite and q uit program with input redirection run • Advanced VIM Commands: [mode=Command] located  $f_in$ from file at find text - /text redirect the output to write into (nonfind next text — n existing) file called f\_out - shift + n find previous text (e.g. ./a.out < test1.in > output1) auto-indentation all lines gg=G — diff f1 f2 VIM Text Edit Commands: [mode=Command] compares the two files (f1 compared with d elete line at cursor (cut) dd f2) line by line (note: no news is good y ank line at cursor (copy)уу news) p aste after current cursor (e.g. diff output1 test1\_1.out) u ndo one change - ./a.out < f\_in | diff - f\_out</pre> cut one character at cursor — **х** run program with input from f\_in imme-- : red red o undone changes - N dd d elete N lines down (N is number) diately compare output with f\_out -Nyy y ank N lines down (N is number) (e.g. ./a.out < test1.in • VIM Auto-Completion: [mode=Insert] | diff - test3\_1.out ) - ctrl + n complete word • SSH Terminal Emergency Commands: - ctrl + x complete line - Infinite loop press ctrl + c • Basic **SSH Terminal** Commands: - End input press ctrl + d - cd dir open folder dir (better way is to use input redirection) - cd ... open parent folder • VIM DO NOT DO LIST rm file remove file file - ctrl + z move to background rm -r dir remove folder dir (if done, type fg into SSH Terminal) open file in **VIM** vim file - ctrl + s suspend - ls list files in folder (if done, press ctrl+q) - ls -all list ALL files in folder - Close without using :q - cat file open small text file \* on reopen, .swp file created - less -e file open large text file \* open file, choose Recover & exit VIM - cp f1 f2 copy f1 to f2 \* open file again & choose Delete — mv f1 f2 move f1 to f2 GCC DO NOT DO LIST (in effect, rename if in same folder) - gcc file -o file • Execute Your Program in SSH Terminal: compile file and rename into file (now, - gcc -Wall file compile file file is no longer a C program file) - gcc -Wall -lm file \* pray hard... compile file with math library (i.e. \* look for .file.history by typing #define <math.h>) included ls -all - ./a.out run program \* copy to windows using SSH File Transfer - gcc -Wall file -o f1 hope latest code is at end of file compile file and rename executable into f1 (run using ./f1)