```
AIM:
                       Apply the concept of recursion to solve a given problem
                                               Program 1
                       Write a recursive function to find the factorial of a number and test it.
PROBLEM
STATEMENT:
PROGRAM:
                       #include <stdio.h>
                       //Declared the Function
                       int factorial(int num);
                       int main()
                         printf("Enter a number: ");
                         int num;
                         scanf("%d",&num);
                         printf("%d",factorial(num));
                         return 0;
                       //This function calculate the factorial of number entered by user
                      int factorial(int num){
                         if (num<=1)
                           return 1;
                         else
                           return num*factorial(num-1);
```

RESULT:

```
Enter a number: 6
720
```

```
PROBLEM STATEMENT:

Write a recursive function which returns the nth term of the Fibonacci series. Call it from main() to find the 1st n numbers of the Fibonacci series.

PROGRAM:

#include <stdio.h>
//Declared the function
int fibonacci(int num);
int main()
{
    int num;
    printf("Enter the number: ");
    scanf("%d",&num);
    for (int i=1;i<=num;i++){
        printf("%d, ",fibonacci(i));
}
```

```
return 0;
//function which calculate the nth term of fibonacci series
int fibonacci(int num){
  if (num==1)
     return 0;
  else if (num==2)
     return 1;
  else
     return fibonacci(num-1)+fibonacci(num-2);
```

RESULT:

```
Enter the number: 6
0, 1, 1, 2, 3, 5,
```

Program 3

PROBLEM STATEMENT:

Given a number n, print following a pattern without using any loop.

Example:

Input: n = 16

Output: 16, 11, 6, 1, -4, 1, 6, 11, 16

return print num reverse(num-5);

Input: n = 10

Output: 10, 5, 0, 5, 10

PROGRAM:

```
#include <stdio.h>
//Declared Fuction
int print num reverse(int);
int print num for(int,int);
int main()
  printf("Enter a number: ");
  int num:
  scanf("%d",&num);
  int last num=print num reverse(num);//storing the negative value or 0 to last num
  print num for(last num,num);
  return 0;
//This function will print till negavtive fuction
int print num reverse(int num){
   if (num \le 0)
     return num;
  printf("%d, ",num);
```

```
//This function will print from negative number to entered number
                     int print num for(int num, int max){
                       printf("%d, ",num);
                       if (num = max)
                          return 1;
                       return print num for(num+5,max);
RESULT:
Case 1:
 Enter a number: 16
 16, 11, 6, 1, -4, 1, 6, 11, 16,
Case 2:
Enter a number: 10
10, 5, 0, 5, 10,
                                             Program 4
PROBLEM
                     Ackerman's function is defined by:
STATEMENT:
                     A(m,n)=n+1 \text{ if } m=0
                     =A(m-1,1) if m\neq 0 and n=0
                     =A(m-1, A(m,n-1)) if m\neq 0 and n\neq 0
                     Write a function which given m and n returns A(m,n). Tabulate the values of A(m,n)
                     for all
                     m in the range 1 to 3 and all n in the range 1 to 6.
PROGRAM:
                     #include <stdio.h>
                     //Declared the Function
                     int Ackerman(int,int);
                     int main()
                       //Print all the ackerman function
                       for (int i=1; i <= 3; i++){
                          for (int j=1; j \le 6; j++)
                            printf("Ackerman(%d,%d) is %d\n",i,j,Ackerman(i,j));
                       return 0;
                     int Ackerman(int m,int n){
                       if (m==0)
                          return n+1;
                       else if (m!=0 && n==0)
                          return Ackerman(m-1,1);
```

```
else
                        return Ackerman(m-1,Ackerman(m,n-1));
RESULT:
 Ackerman(1,1) is 3
 Ackerman(1,2) is 4
 Ackerman(1,3) is 5
 Ackerman(1,4) is 6
 Ackerman(1,5) is 7
 Ackerman(1,6) is 8
 Ackerman(2,1) is 5
 Ackerman(2,2) is 7
 Ackerman(2,3) is 9
 Ackerman(2,4) is 11
 Ackerman(2,5) is 13
 Ackerman(2,6) is 15
 Ackerman(3,1) is 13
 Ackerman(3,2) is 29
 Ackerman(3,3) is 61
 Ackerman(3,4) is 125
 Ackerman(3,5) is 253
 Ackerman(3,6) is 509
                                          Program 5
                    Write a program to find the value of y using recursive function, where y=x<sup>n</sup>
PROBLEM
STATEMENT:
                    #include <stdio.h>
PROGRAM:
                    //Declared The function
                    int power fuc(int num,int power);
                    int main()
                      printf("Enter the number and power: ");
                      int num, power;
                      scanf("%d %d",&num,&power);
                      int result=power fuc(num,power);
                      printf("%d raise to power %d is: %d",num,power,result);
                      return 0;
                    //Fuction which Calculate the power of a number
                    int power fuc(int num,int power){
                      if (power==0)
                        return 1;
                      return num*power fuc(num,power-1);
```

RESULT:

Enter the number and power: 16 2 16 raise to power 2 is: 256

CONCLUSION:

We learned to apply the concept of recursion to solve a given problem