Lesson 5 Fractals & Recursion

Programming Fundamentals in Python

Lesson 4 Recap

Homework: Pong

Bonus: Breakout

Class Materials

github.com/DavidYKay/python-fundamentals

Today's Goal

Implement a game of Pong

Sierpinski Triangle Demo

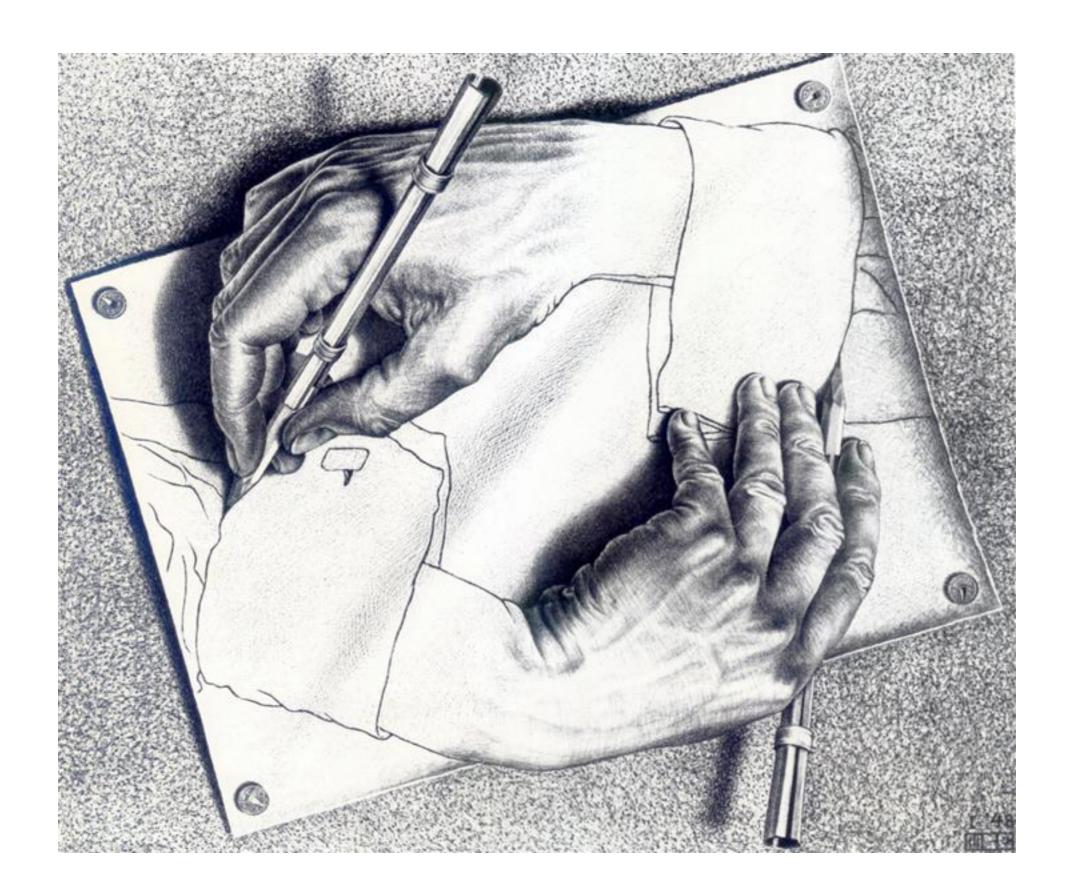
Breakdown

- Recursion
 - Factorial
 - Fibonacci
 - Family Tree
- Turtle











- Formally equivalent to iteration
- Often very elegant
- Some limitations in Python

Components of Recursion

- Recursive definition: "Go deeper. Here's how."
- Base Case: Ground Truth / "Where do I stop?"

Factorial

Factorial

```
4! = 4 * 3 * 2 * 1
```

Factorial

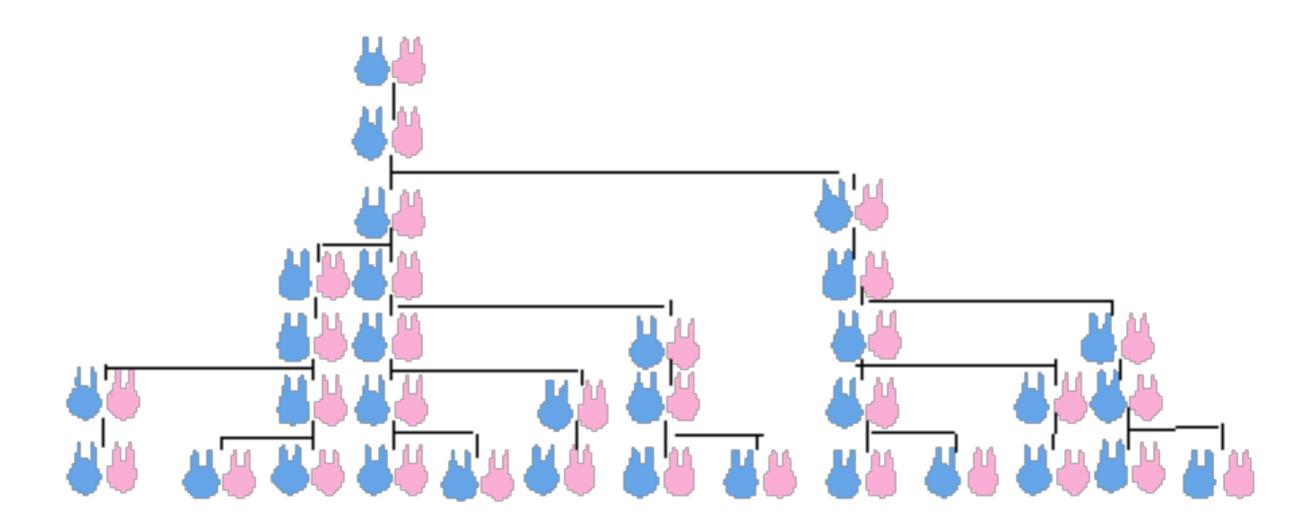
```
def factorial(n):
    if n == 1:
        return 1:
    else:
        return n * factorial(n - 1)
```

Recursive Definition

```
Base Case
```

```
def factorial(n):
    if n == 1:
        return 1:
    else:
        return n * factorial(n - 1)
```

Fibonacci



Fibonacci

1, 1, 2, 3, 5, 8, 13, 21

Recursive Definition

```
Base Cases

def fibonacci(n):
    if n == 1:
        return 1
    elif n == 2:
        return 1
else:
        return fibonacci(n - 1) + fibonacci(n - 2)
```

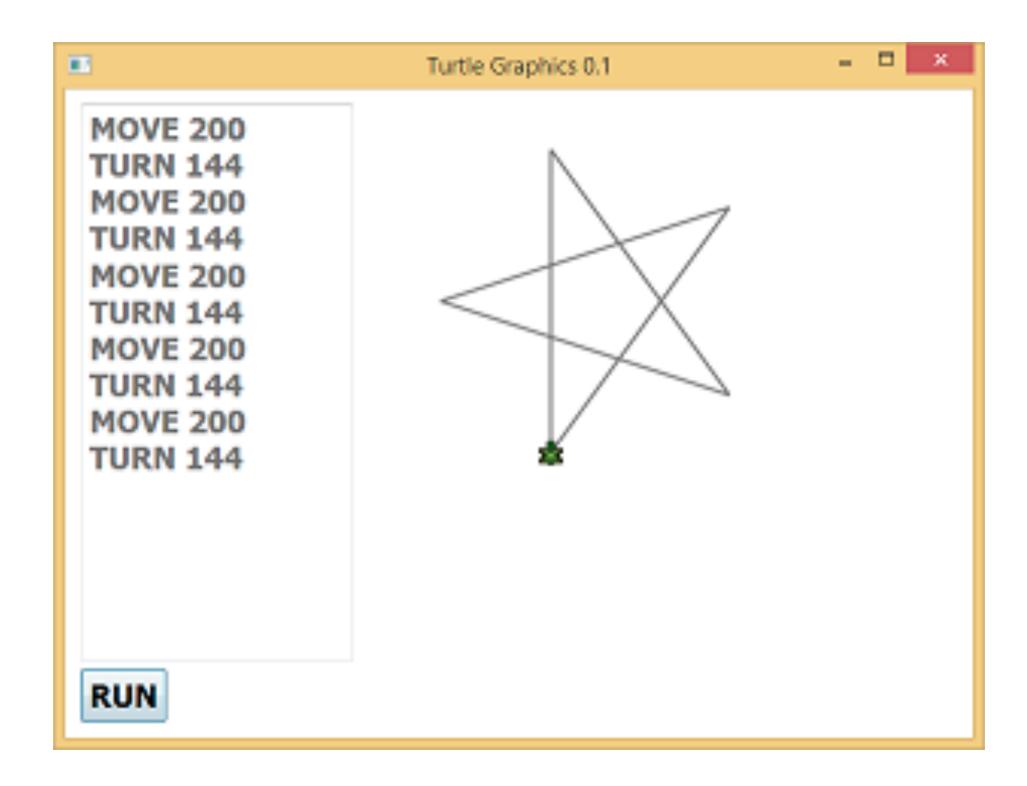
Stack Overflow

```
D:\rarework\Practice>java dispFibonacci
Displaying the fibonacci sequence upto::10
Exception in thread "main" java.lang.StackOverflowError
at Fibonacci.calFibonacci(dispFibonacci.java:32)
        at Fibonacci.calFibonacci(dispFibonacci.java:32)
```

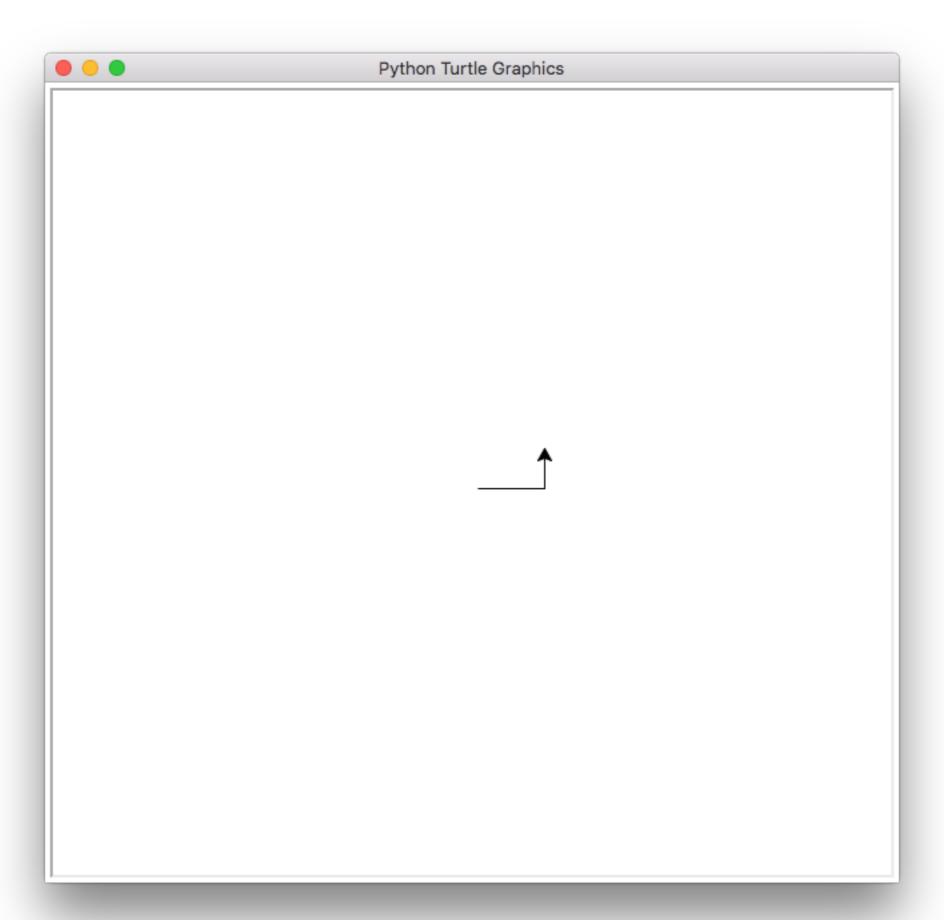
Stack Overflow

```
File "<stdin>", line 2, in recurse
  File "<stdin>", line 2, in recurse
RuntimeError: maximum recursion depth exceeded
```

Turtle



```
2 import turtle
3 window = turtle.Screen()
 4 yertle = turtle.Turtle()
 6 yertle.forward(50)
  yertle.left(90)
8 yertle.forward(30)
 9
10 window.exitonclick()
```



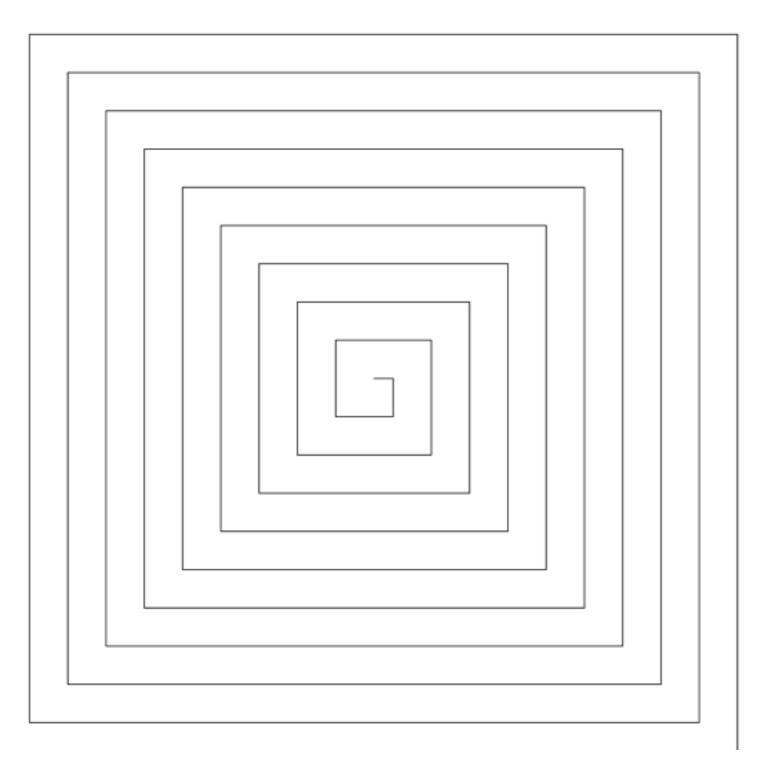
Recap

- Recursion
 - Factorial
 - Fibonacci
 - Family Tree
- Turtle

Easy Assignment

Implement the Fibonacci Spiral

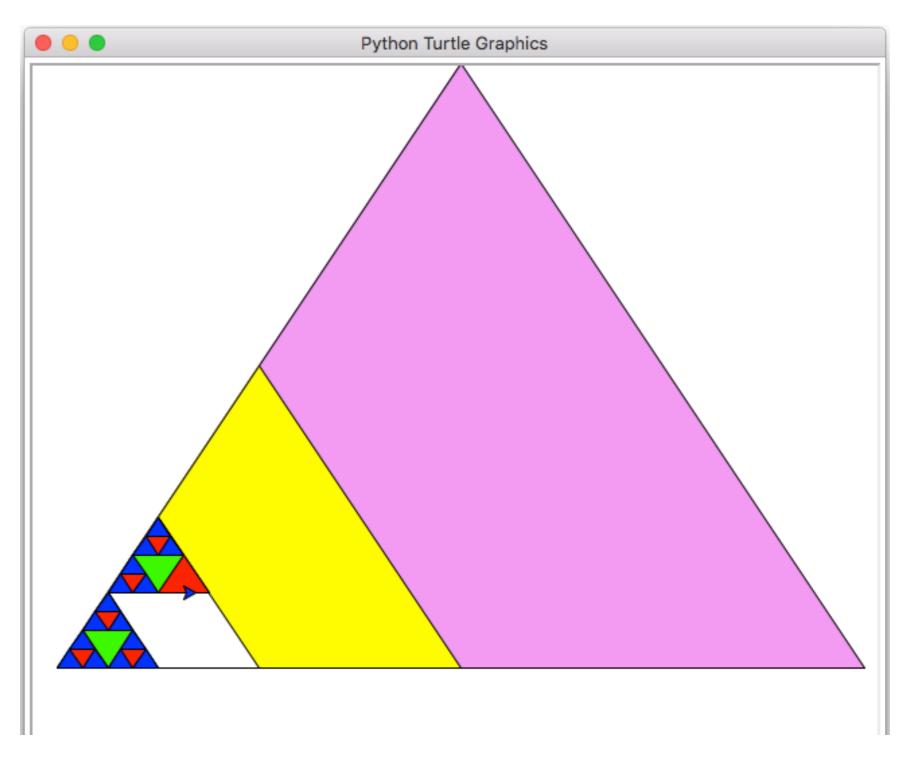
Easy Assignment



Homework Assignment

- Write a working Sierpinski Triangle
- Email it to me
- I have provided a template, sierpinski.py

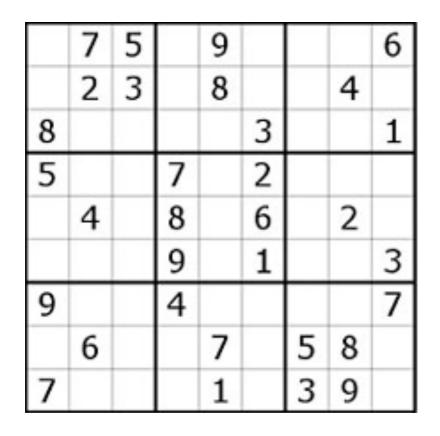
Homework Assignment

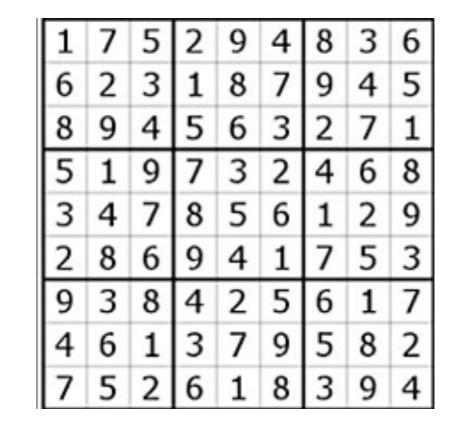


Bonus Assignment

- Implement a function called sudoku_solve that:
 - Takes an "empty" Sudoku board and returns the solved board

Bonus Assignment





Bonus Assignment

```
complete_board =
start_board =
[[0,7,5,0,9,0,0,0,6],
                              [[1,7,5, 2,9,4, 8,3,6],
[0,2,3, 0,8,0, 0,4,0],
                              [6,2,3, 1,8,7, 9,4,5],
 [8,0,0, 0,0,3, 0,0,1],
                               [8,9,4,5,6,3,2,7,1],
 [5,0,0, 7,0,2, 0,0,0],
                               [5,1,9, 7,3,2, 4,6,8],
 [0,4,0,8,0,6,0,2,0],
                               [3,4,7, 8,5,6, 1,2,9],
 [0,0,0, 9,0,1, 0,0,3],
                               [2,8,6, 9,4,1, 7,5,3]
 [9,0,0, 4,0,0, 0,0,7],
                               [9,3,8, 4,2,5, 6,1,7],
 [0,6,0,0,7,0,5,8,0],
                               [4,6,1, 3,7,9, 5,8,2],
 [7,0,0, 0,1,0, 3,9,0]]
                               [7,5,2,6,1,8,3,9,4]]
```

Next Week

Debugging & Testing

(How to reduce bugs)