

My Notes

Important Concepts worth keeping

Today: / /

單元一 遞迴

1. 反向印出字串

```
void writeBackward(string s, int size) { 法1
    if (size > 0) {
        cout << s.substr(size-1, 1);
        // 開始位置 長度
        writeBackward(s, size-1);
    }
}
```

⇒ 較快產生第一個輸出

```
void writeBackward(string s, int size, int start) { 法2
    if (start <= size-1) {
        writeBackward(s, size, start+1);
        // 輸入值=0
        cout << s.substr(start, 1);
    }
}
```

⇒ 較慢產生第一個輸出

Punctuality: Showing esteem for others by doing the right things at the right time.
- (IBLP)

My Questions

Problems & Difficulties needing exploration

2. 遞迴整數加總 (递归性遞迴)

```
int sum(int a, int b) { 法1
    if (a > b) {
        return sum(a-1, b) + a;
    }
    else { // a == b
        return a;
    }
}
```

⇒ 由小加到大

```
int sum(int a, int b) { 法2
    if (b < a) {
```

My Opinions

Thoughts, inspirations, and suggestions

```
        return sum(a, b+1) + b;
    }
    else { // b == a
        return b;
    }
}
```

⇒ 由大加到小

守時：在對的時間，做對的事，來表明對別人的尊重。

- 《地基》



My Notes

Important Concepts worth keeping

Today: / /

5. 找最大值(未排序)

if (anArray has only one item)

maxArray(anArray) is the item in anArray

else if (anArray has more than one item)

maxArray(anArray) is the maximum of

maxArray(left half of anArray) and

maxArray(right half of anArray)

Faith, Hope and Love !
Faith lays the foundation,
Hope brings sunshine,
Love changes everything.

-Sundye

My Questions

Problems & Difficulties needing exploration

6. 找第k小的數值(未排序)

(1) 选 p 为 pivot 是 pivotIndex 是 pivot item 在所有的陣列中排行第 k

(2) 小於 p 的放在左邊, 大於等於 p 的放在右邊 \rightarrow 在左邊的陣列中排行第 k

$k\text{Small}(k, \text{anArray}, \text{first}, \text{last}) \rightarrow$ 在左邊的陣列中排行第 k

if ($k < \text{pivotIndex} - \text{first} + 1$)

return $k\text{Small}(k, \text{anArray}, \text{first}, \text{pivotIndex} - 1)$

else if ($k = \text{pivotIndex} - \text{first} + 1$)

return p

else // $k > \text{pivotIndex} - \text{first} + 1$

return $k\text{Small}(k - (\text{pivotIndex} - \text{first} + 1), \text{anArray}, \text{pivotIndex} + 1, \text{last})$

My Opinions

Thoughts, inspirations, and suggestions

陽光達人信望愛
信實可靠打基礎
樂觀希望散發正能量
真心願愛可以改變一切

密碼
cipher

-三果

My Notes

Important Concepts worth keeping

Today: / /

反轉陣列

ReverseArray(anArray, low, high)

if (low < high)

Swap anArray[low] and anArray[high]

ReverseArray(anArray, low+1, high-1)

My Questions

Problems & Difficulties needing exploration

河內塔

盤數 起點 終點 輔助
solveTowers(count, source, destination, spare)

if (count == 1)

Move a disk directly from source to destination
else

solveTowers(count-1, source, spare, destination)

solveTowers(1, source, destination, spare)

solveTowers(count-1, spare, destination, source)

My Opinions

Thoughts, inspirations, and suggestions

$$* \text{moves}(n) = 2 \text{moves}(n-1) + 1 = 2^n - 1$$

Base case: moves(1) = 1

ONCE, all the villagers decided to pray for rain. On the day of prayer all the people gathered, but only one boy came with an umbrella.
That's FAITH!

-Anonymous

村人聚集祈雨，獨有一個孩子帶著雨傘前來。
這就是信心！



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My Notes

Important Concepts worth keeping

Today

畫刻度尺 (= 元龜運)

```
void drawRuler(int nInches, int majorLength) {
    drawOneTick(majorLength, 0);
    for (int i = 1; i <= nInches; i++) {
        drawTicks(majorLength - 1);
        drawOneTick(majorLength, i);
    }
}

void drawTicks(int tickLength) {
    if (tickLength > 0) {
        drawTicks(tickLength - 1);
        drawOneTick(tickLength, -1);
        drawTicks(tickLength - 1);
    }
}
```

EVERY night we go to bed, without any assurance of being alive the next morning,
but still we set the alarms.
That's HOPE!

-Anonymous

My Questions

Problems & Difficulties needing exploration

```
void drawOneTick(int tickLength, int tickLabel) {
    for (int i = 0; i < tickLength; i++)
        cout << " ";

    if (tickLabel >= 0)
        cout << " " << tickLabel;

    cout << endl;
}
```

My Opinions

Thoughts, inspirations, and suggestions

即便不知道明天如何，我們仍然照常設定鬧鐘。
這就是希望！



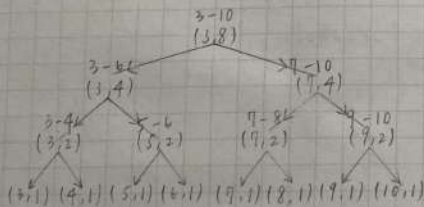
My Notes

Important Concepts worth keeping

Today

10. 遞迴整數加總 (二元遞迴)

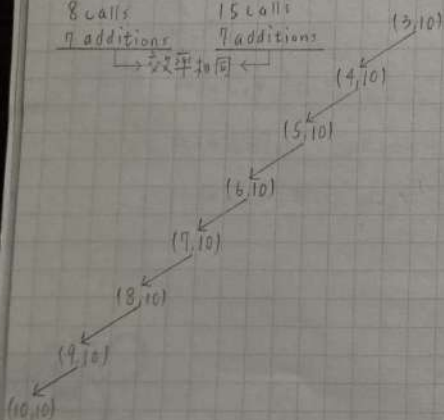
```
int sum(int a, int n) { // n = b - a + 1
    if (n == 1) return a;
    return sum(a, n/2) + sum(a + n/2, n - n/2);
}
```



* 線性遞迴 v.s. 二元遞迴

8 calls 15 calls
7 additions 7 additions

→ 效率相同 ←



WE see the world suffering, but still we get married.
That's LOVE!

-Anonymous

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My Questions

Problems & Difficulties needing exploration

11. 兔子數量 (費氏數列)

1) 兔子不會死

2) 兔子在第三個月開始繁殖

```
int rabbit(int n) {
```

```
    if (n == 1) return 1;
```

```
    else return rabbit(n-1) + rabbit(n-2);
```

```
}
```

```
int call(int n) {
```

```
    if (n == 1) return 1;
```

```
    else return call(n-1) + call(n-2) + 1;
```

My Opinions

Thoughts, inspirations, and suggestions

線性遞迴

```
linearFibonacci(k) {
```

```
    if (k == 1) return (k, 0);
```

```
    F1, F0
```

```
    else {
```

```
        (i, j) = linearFibonacci(k-1);
```

```
        return (i+j, i);
```

```
        Fk = Fk-1 + Fk-2, Fk-1
```

```
}
```

即便世態艱難，我們仍然選擇結伴同行。

這就是愛！

-佚名

密碼
cipher

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My Notes

Important Concepts worth keeping

3 最大公因數

法1: $\text{gcd}(x, y) = x$ if $y = 0$

$\text{gcd}(x, y \bmod x)$ if $y > x$

$\text{gcd}(y, x \bmod y)$ otherwise

法2: $\text{gcd}(x, y) = y$ if $x \bmod y = 0 \Rightarrow$ 少呼叫一次

$\text{gcd}(x, y) = \text{gcd}(y, x \bmod y)$ otherwise \Rightarrow 如果 $x < y$, 執行時會
使用者交換, 多呼叫一次

總結: 如果 $x = y$, 法2 較有效率

如果 $x < y$, 兩者效率相同

We are convinced that love is the principal guiding force in education. We, teachers and students alike, pursue mutual growth through instruction by both words and deeds, in a spirit of love and respect for one another.

- (CYCU Education Philosophy)

My Questions

Problems & Difficulties needing exploration

4 二元搜尋 (已排序)

```
int binarySearch(int anArray[], int first, int last, int value) {
```

```
    int index;
```

```
    if (first > last) {
```

```
        index = -1; // 值不存在
```

```
    }
```

```
    else {
```

```
        int mid = (first + last) / 2;
```

```
        if (value == anArray[mid]) {
```

```
            index = mid;
```

```
        }
```

```
    } else if (value < anArray[mid]) {
```

```
        index = binarySearch(" ", " ", mid - 1, " ") { 左邊
```

```
    }
```

```
    } else { // value > anArray[mid]
```

```
        index = binarySearch(" ", mid + 1, " ", " ") { 右邊
```

```
    }
```

```
    return index;
```

我們相信『愛』是教育的主導力量。願以身教言教的方式，互愛互敬的態度，師生共同追求成長。

- 《中原大學教育理念》

密碼
cipher

My Notes

Important Concepts worth keeping

Today: / /

14. returnValue 的平方最接近且低於 n

```
int getValue(int a, int b, int n) {
    int c = (a + b) / 2;
    if (c * c <= n && (n - (c + 1) * (c + 1)) < 0)
        returnValue = c;
    else if (c * c > n)
        returnValue = getValue(a, c - 1, n);
    else // (c + 1) * (c + 1) <= n
        returnValue = getValue(c + 1, b, n);
    return returnValue;
}
```

My Questions

Problems & Difficulties needing exploration

15. n 个选 k 个的组合数

$C(n, k) = C(n-1, k-1) + C(n-1, k)$

Base case: $C(n, n) = 1$

$C(n, 0) = 1$

* The number of recursive calls to base cases is $C(n, k)$

non-base cases $C(n, k) - 1$

My Opinions

Thoughts, inspirations, and suggestions

Only faith can let the thoughts spark, only hope can light up the future.
-Victor Marie Hugo

只有信心才讓思想發出火花，只有希望才讓未來發出光芒。

-雨果



My Notes

Important Concepts worth keeping

Today: / /

類別 = 抽象化

1. 類別

(1) Each class definition is placed in a header file.

eg

```
/*@file Sphere.h*/
```

```
class Sphere
```

```
{
```

```
public:
```

```
Sphere(); // Default constructor
```

```
Sphere(double newRadius); // Constructor
```

```
methods (return type + method name + const)
```

```
private:
```

↑
can't change data member

```
double theRadius; // data member
```

```
}
```

Suffering produces character, and character produces hope, and hope does not disappoint us.

-Jeremy Lin, NBA Player

My Questions

Problems & Difficulties needing exploration

(2) The implementation of a class methods are placed in an implementation file

eg

```
/*@file Sphere.cpp*/
```

```
#include "Sphere.h"
```

```
Sphere::Sphere() {
```

```
theRadius = 1.0
```

```
}
```

```
Sphere::Sphere(double initialRadius) {
```

```
theRadius = initialRadius;
```

My Opinions

Thoughts, inspirations, and suggestions



苦難造就品格，品格創造希望，而希望不會讓我們失望。

-NBA球員林書豪

My Notes

Important Concepts worth keeping

Today: / /

繼承 (Inheritance) - A derived class or subclass inherits any of the publicly defined methods or data members of a base class or superclass.

eg.

```
#include "Sphere.h"
```

```
enum Color {  
    子類別  
};  
class ColoredSphere : public Sphere  
{  
    父類別  
};
```

public:

methods

private:

Color c;

}

* Colored Sphere 無法直接使用 Sphere 的 theRadius

solution: 將 private 改成 protected

* public: any class instances

protected: subclass instances

private: only class instances

If you shed tears when you miss the sun, you also miss the stars.

-Rabindranath Tagore

My Questions

Problems & Difficulties needing exploration

Overload 多載 - 在同一類別中，定義多個名稱相同但參數不同的方法

```
class Chef {
```

```
void cook() { // 煮一份牛排
```

```
    牛排 → cook('A');
```

```
}
```

```
void cook(char meal) { // 煮一份牛排或豬排
```

```
    if (meal == 'A') 牛排
```

```
    if (meal == 'B') 豬排
```

⇒ cook(meal, 1);

```
}
```

```
void cook(char meal, int quantity) { // 煮 n 份牛排或豬排
```

```
    if (quantity == 0) return;
```

My Opinions

Thoughts, inspirations, and suggestions

```
else {
```

```
    if (meal == 'A') 牛排
```

```
    if (meal == 'B') 豬排
```

```
}
```

```
    cook(meal, quantity-1);
```

```
}
```

```
}
```

當你為了錯過太陽而哭泣，那你也將錯過群星。

-魯迅



My Notes

Important Concepts worth keeping

Today: / /

4. Override 覆寫: 子類別可以覆寫父類別的方法內容, 使該方法執行不同於父類別的行為

```
class Mouse {
```

```
void call() {
```

```
    zizichacha
```

```
}
```

```
class Pikachu: Mouse {
```

```
void pikachucall() { call() }
```

```
    pikapika
```

```
}
```

```
class Hamutaro: Mouse {
```

```
void hamutaroCall() { call() }
```

```
    hoke
```

```
}
```

```
}
```

Patience is the road to understanding, which is the key to a happy heart.

- (Friends)

My Questions

Problems & Difficulties needing exploration

```
void testMouse(Mouse mouse) {
```

```
    if (mouse.getType() == Pikachu) mouse.pikachuCall();
```

```
    else if (mouse.getType() == Hamutaro) mouse.hamutaroCall(); ⇒ mouse.call();
```

```
    else mouse.call();
```

```
}
```

My Opinions

Thoughts, inspirations, and suggestions



耐心是通往理解必經的路, 也是擁有快樂的關鍵。

- 《六人行》

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My Notes

Important Concepts worth keeping

Today: / /

命名空間

Creating a namespace:

```
namespace small {  
    int count = 0;  
    void abc();  
}
```

Using a namespace:

```
using namespace small;  
count += 1;  
abc();  
}
```

* std 為標準函式庫, using namespace std 能使 std 內定義的識別符號都有效, 好像它們被宣告為全域變數一樣, 不用在前面加 std:

My Questions

Problems & Difficulties needing exploration

try 例外狀況

try 設定保護範圍

catch 捕捉例外狀況

eg. input < 0 就印出錯誤訊息

```
int i;
```

```
class i;
```

```
try {
```

```
    if (i < 0) break 或 catch throw "something wrong";
```

```
}
```

```
catch (const char* message) {
```

```
    cout << message << endl;
```

My Opinions

Thoughts, inspirations, and suggestions

```
}
```

Every cloud has a silver lining.

- Gilbert



每朵烏雲背後都有陽光

- 西窗雨


My Notes


Important Concepts worth keeping


Today: / /

00 單元二 鏈表系列


1. Pointer


(1) Declare of an integer pointer variable $p: \text{int}^* p;$ 

(2) The address-of operator $\&$: $p = \&x;$ 

(3) The new operator: $p = \text{new int};$ 

(4) delete p;

$p = \text{Null}$ // safeguard 

※ 用反序不可对语言看则会造 memory leak 

My Questions

Problems & Difficulties needing exploration

2. Comparing array based and pointer based implementation

	Array	Pointer
storage requirement if no write		✓
retrieval	✓	Constant Depends on i
insertion and deletion	shifting	✓ Faster

My Opinions

Thoughts, inspirations, and suggestions

You must not let anyone define your limits because of where you come from. Your only limit is your soul.
- (Ratatouille)

別讓任何人用出身定義你，你唯一的限制只有你的靈魂。
- 《料理鼠王》



My Notes

Important Concepts worth keeping

Today: / /

1.2 指數函數

```
double power(double x, int n) {
    // 法 1
    if (n == 1) return x;
    else return x * power(x, n-1);
}
```

```
double power(double x, int n) {
    if (n == 0) return 1;
    else {
        double halfpower = power(x, n/2);
        if (n % 2 == 0) return halfpower * halfpower; // n is even
        else return x * halfpower * halfpower; // n is odd
    }
}
```

乘法次數: q^{20} q^{19} 呼叫次數 q^{32} q^{19}

法 1 $32 \rightarrow 19$ 法 1 $32 \rightarrow 19$

法 2 $9 \rightarrow 8$ 法 2 $9 \rightarrow 6$

(1) (1) (1) (1) (1) (1) (2) (2) (1) (1) (2) (0)
 $32 \rightarrow 16 \rightarrow 8 \rightarrow 4 \rightarrow 2 \rightarrow 1 \rightarrow 0$, $19 \rightarrow 9 \rightarrow 4 \rightarrow 2 \rightarrow 1 \rightarrow 0$

To accomplish great things, we must not only act, but also dream, not only plan, but also believe.

Anatole France

My Questions

Problems & Difficulties needing exploration

1.3 這行隊伍排列數

1) 這行由樂隊和花車組成

2) 樂隊不能緊跟著另一樂隊

長度 花車 樂隊
 $P(n) = F(n) + B(n)$

$F(n) = P(n-1)$

$B(n) = F(n-1) = P(n-2)$

$\Rightarrow P(n) = P(n-1) + P(n-2)$ for $n > 2$

Base case: $P(1) = 2$ (F, B)

$P(2) = 3$ (FF, BF, FB)

My Opinions

Thoughts, inspirations, and suggestions

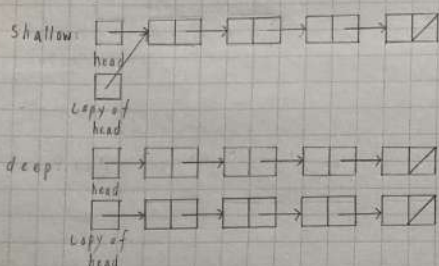


為成就大事，我們需要的不只是行動，還要夢想，不只是計畫，還要信心。
 - 阿納托爾·法郎士

My Notes

Important Concepts worth keeping

3. Comparing shallow copy and deep copy of linked lists

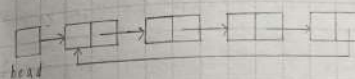


My Questions

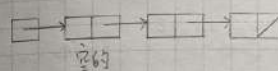
Problems & Difficulties needing exploration

4. Variations of linked lists

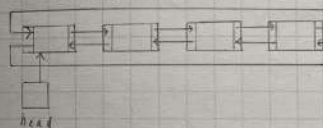
(1) Circular linked lists: 走訪截止條件不再是 $cur != \text{Null}$, 而是 $cur != \text{head}$



(2) Dummy head node: 可以丟掉新增刪除第一節點的特例, 幫助程式更方便



(3) Double linked lists: 雙向的 Circular linked lists



My Opinions

Thoughts, inspirations, and suggestions

We all deserve a standing ovation at least once in our lives.

- (Wonder)

My Notes

Important Concepts worth keeping

Today: / /

單元四 以遞迴解題

1. Symbols used in grammars: xy means x or y , xy means x followed by y .

(1) identifier = <letter> <identifier> <letter> | <identifier> <digit>

(2) palindrome = empty string | <letter> <pal> <letter>

(3) A | <legal word> = empty string | A <legal word> B

A...AB...0
0 1 0 1
前序式

(4) infix = <identifier> <operator> <prefix> <prefix>

(5) postfix = <identifier> <postfix> <postfix> <operator>

* 前序式 & 後序式 v.s. 中序式

無括號, 無優先順序 有括號, 有優先順序

My Questions

Problems & Difficulties needing exploration

Backtracking

(1) Eight-Queens Problem 在 8x8 的棋盤上放置 8 皇后, 任何兩皇后都不能處於同一條橫行, 縱行, 斜線上

Solution: 加一皇后即做一次 recursion, 無答案時則退回, 直到 8 皇后皆在棋盤上正確的位置

(2) A search Problem: 從起點走任意不重覆的路徑到終點

Solution: 到一不重複的中點即做一次 recursion, 無答案時則退回, 直到走到終點

My Opinions

Thoughts, inspirations, and suggestions

To see the world, things dangerous to come to, to see behind walls, to draw closer, to find each other and to feel. That is the purpose of life.

- (The Secret Life of Walter Mitty)

開拓視野, 突破萬難, 看見世界, 貼近彼此, 感受生活, 這就是生活的目的。

- 《白日夢冒險王》



My Footprints

心得!

單元一：在大一修^{KK}計算機概論時，我很不會寫 recursion，能用 while 就一定用 while，現在才發現原來有些題目要用 recursion 比較好寫。

單元二：在一下下學期學習 Java 時，我對於物件導向一知半解，既不了解為什麼，不把程式都寫在 main 裡就好，也只會把各種修飾詞的存取範圍都寫成 public，我現在不但理解其中的意義，也學到繼承、多載、覆寫等非常實用的方法。

單元三：我覺得這個單元是最熟悉的，因為以前我們就有寫過很多相關的題目，只是因為當時沒有學過 Dummy head node 的技巧，所以程式寫起來十分繁複，現在學到這些新技巧，相信如果再遇到一樣的問題，程式一定能精簡不少。

單元四：我以前在看程式相關的書籍時，就有讀過定義語言的部分，所以對於前序、中序、後序的表示法的表示與轉換有一定的了解。另外，我覺得八皇后問題十分有趣，但同時也十分具有挑戰性，希望之後我能夠成功破解。

腳蹤密碼

3 / 三聲無奈

4 / 似有隱情，等待深入關懷

5 / 無心學習，多麼可惜。

6 / 看來保留很多，加油!!!

7 / 期待你更多投入，加油!!

8 / 巴望你暢所欲言，加油!

9 / 印象深刻久久

10 / 十分感動!

10+ / 可圈可點!!!