

Recursive Backtracking

Warm-up: Problem

How would you write a recursive method `printBinary` that receives an integer number of digits and prints all binary numbers that have exactly that many digits, in ascending order, one per line. Another parameter is a string that should be printed when the base case is reached.

```
printBinary(2, "");
```

```
00
```

```
01
```

```
10
```

```
11
```

```
printBinary(3, "");
```

```
000
```

```
001
```

```
010
```

```
011
```

```
100
```

```
101
```

```
110
```

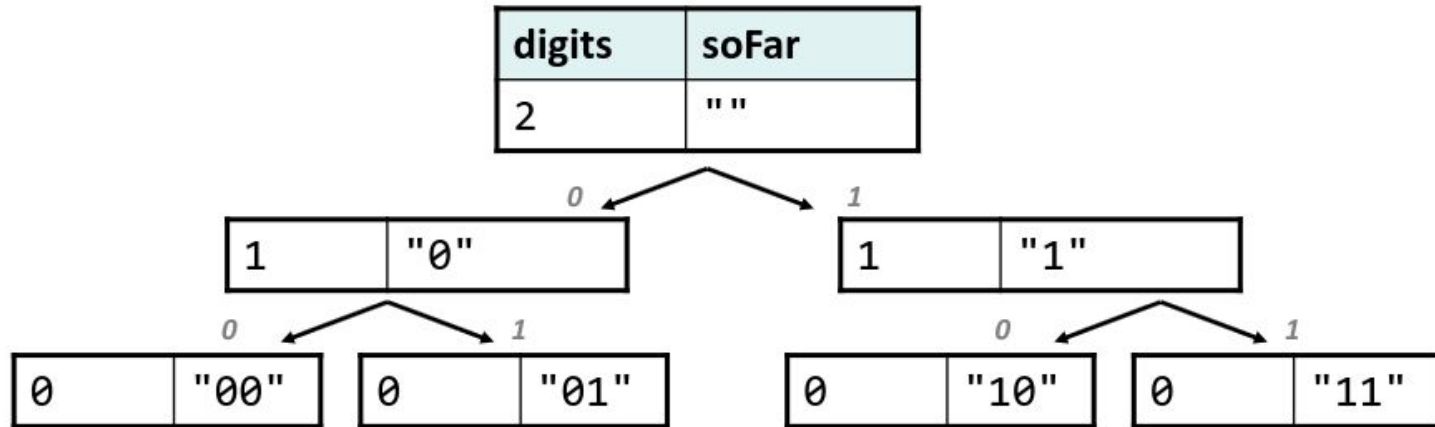
```
111
```



Tree of calls or decision tree

Each call is a choice or decision made by the algorithm:

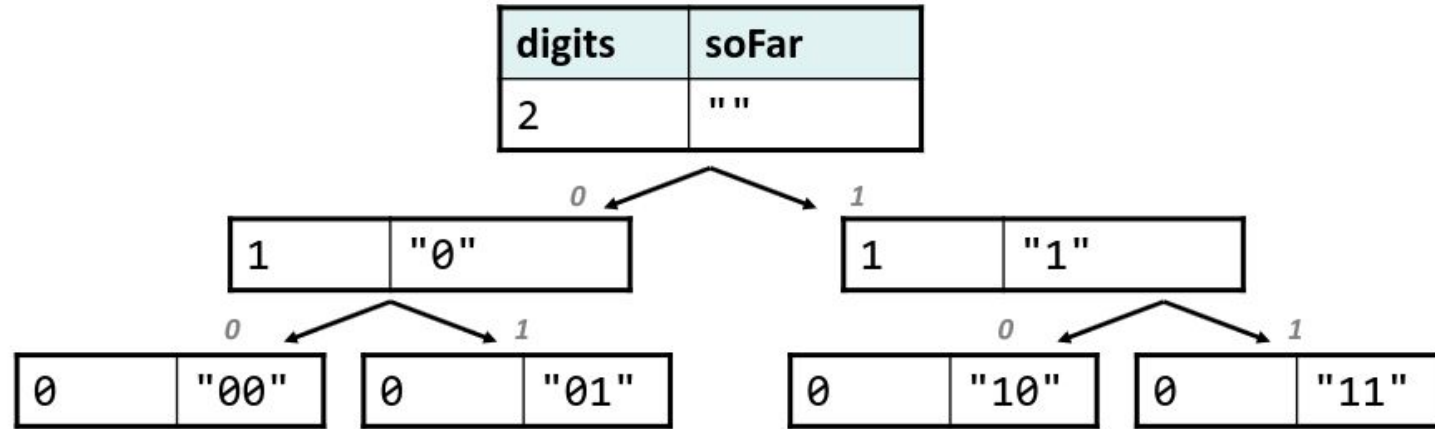
- Should I choose 0 as the next digit?
- Should I choose 1 as the next digit?



Tree of calls or decision tree

```
printBinary(int digits, String soFar)
```

```
printBinary(2, "");
```



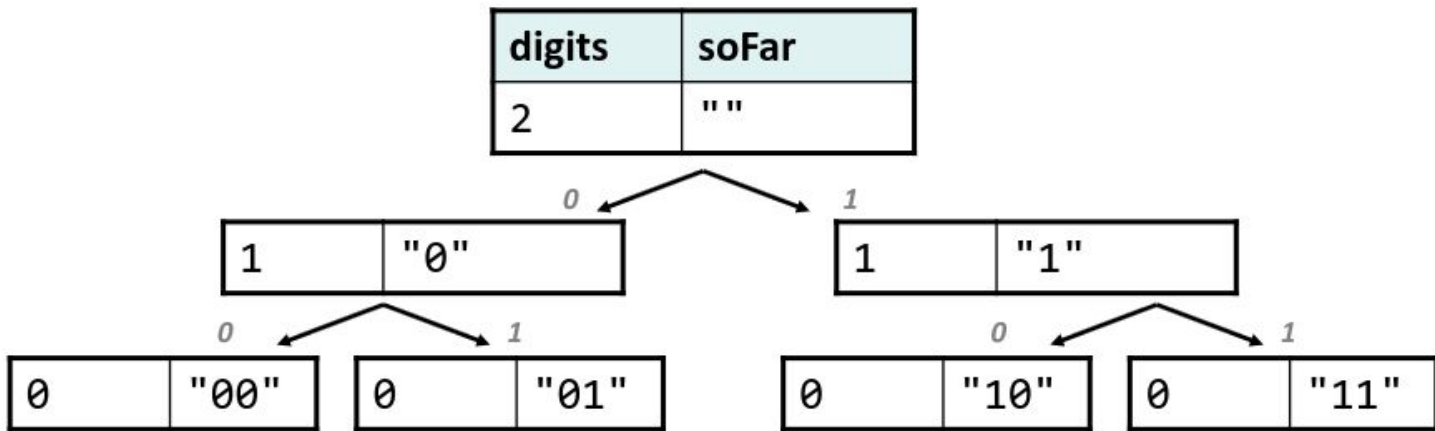
What is the base case?

What is the recursive case?

The base case

Base Case: printBinary(2) => printBinary(1) => printBinary(0)

- Each call should keep track of the work it has done
- Base case should print the result of the work done by prior calls
- Work done by each call is kept track in some variable(s) - in this case, string soFar.



Java code

```
public static void printBinary(int digits, String soFar){  
    if (digits == 0)  
        System.out.println(soFar);  
    else {  
        printBinary(digits - 1, soFar + "0");  
        printBinary(digits - 1, soFar + "1");  
    }  
}
```



What is recursive backtracking?

Recursive Backtracking: It is a recursive algorithm for finding all the possible solutions by exploring all possible ways.

It could be used in the following situations:

- Determine whether a solution exists
- Find a solution
- Find the best solution
- Count the number of solutions
- Print or find all the solutions

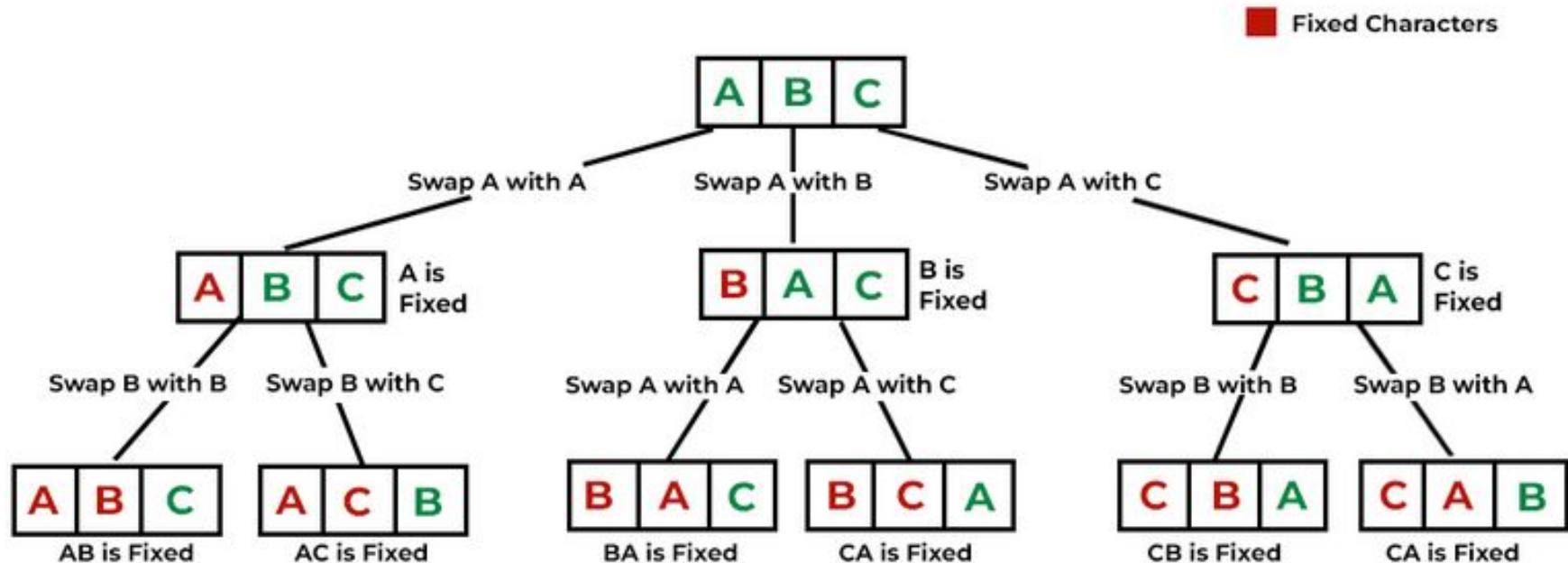


Recursive Backtracking Applications

- Puzzle solving (Sudoku, Crosswords, etc.)
- Game playing (Chess, Solitaire, etc.)



String permutation using backtracking



String Permutation - Backtracking Algorithm

- The backtracking function considers the first index of the given string.
- If the index is **N**, i.e. length of the string, it means that the current permutation is completed.
- Run a loop from current index **idx** until **N - 1** and do the following:
 - Create a new string which stores the original one
 - Use the new string and swap element at position **i** with the one at position **idx** (Swap **S[i]** and **S[idx]**).
 - Construct all other possible permutations (**idx + 1**).

Write your solution here: **classwork/xx_backtracking/PermuteString.java**

```
public static void permute(String str, int l, int r)
```

Call the method:

```
String str = "ABC";  
permute(str, 0, str.length() - 1);
```