Understanding the Problem# You should now have a clear understanding of how recursion works - what it is and when it can be used. Before you proceed writing your own recursive code, it is very important to understand the nitty-gritty details of how the code actually works. Below is a basic example of how the order of execution for a recursive method changes at each successive recursive call. Example What do you think is the output of the code below? Take your time to think it over before you execute the code and look at the result. class ExampleClass { C private static void printNum(int n) { // Base case if (n == 0) { return; // Recursive case printNum(n-1); System.out.print(n + " "); 10 11 12 public static void main(String args[]) { 13 // Recursive method called here 14 15 printNum(6); 16 17 } נכ Run Save Reset Code Explanation If we read the method as it is written, we might expect the output to be 6, 5, 4, 3, 2, 1. Doesn't it seem like the method prints 6 first and then gradually gets decremented? Sadly, this is not correct. We have to evaluate the recursive call before we can continue to the end of the method. The code snippet below illustrates how the code gets executed. printNum(6) C printNum(5) printNum(4) printNum(3) printNum(2) printNum(1) printNum(0) System.out.print(1) System.out.print(2) System.out.print(3) 10 System.out.print(4) 11 System.out.print(5) 12 System.out.print(6) 13 As you can see after running the code, the actual output turned out to be 1, 2, 3, 4, 5, 6. Interesting, isn't it? This is an important note to recognize: the output from a recursive method will not always turn out as it appears in the order of the code. How to compute the output The trick to understanding a recursive code is to act as if you're the compiler and walk through the code lineby-line. Other methods that can help you understand a recursive method and interpret its output correctly are as follows: Visualizing through a Stack The concept of a stack is critical in recursion. When you start visualizing your method calls through a stack and how it returns when reaching a base case, the concept of recursive calls and its output becomes easier to comprehend. printNum(6) top **1** of 16

printNum(5) top printNum(6) **2** of 16 printNum(4) top printNum(5) printNum(6)

3 of 16 printNum(3) top printNum(4) printNum(5) printNum(6) **4** of 16 printNum(2) top printNum(3) printNum(4) printNum(5) printNum(6) **5** of 16 printNum(1) top printNum(2) printNum(3) printNum(4) printNum(5) printNum(6) **6** of 16 printNum(0) top printNum(1) printNum(2) printNum(3) printNum(4) printNum(5) printNum(6) **7** of 16 printNum(0) top printNum(1) printNum(2) printNum(3) printNum(4) printNum(5) printNum(6) Base case reached **8** of 16 printNum(0) top return printNum(1) printNum(2) printNum(3) printNum(4) printNum(5) printNum(6) Base case reached **9** of 16 printNum(1) System.out.print(1) top printNum(2) printNum(3) printNum(4) printNum(5) printNum(6) **10** of 16 printNum(2) top System.out.print(2) printNum(3) printNum(4) printNum(5) printNum(6) **11** of 16 printNum(3) top System.out.print(3) printNum(4) printNum(5) printNum(6)

12 of 16 printNum(4) top System.out.print(4) printNum(5) printNum(6) **13** of 16 printNum(5) System.out.print(5) top printNum(6) **14** of 16 printNum(6) top System.out.print(6) **15** of 16 **Output:** 123456 **16** of 16 Keeping a Track of your Variables This is very crucial while writing recursive methods. As the method gets more complicated it becomes harder to store everything in your head and keep a track of all the variables and method calls, especially because, as we saw from the example above, we have to do the recursion out of order. Drawing a Recursive Tree

Recursive methods usually tend to act like a tree. The parent is the main method call and each recursive call

printNum(3)

Well, practice makes perfect, right? As you proceed with the course and understand how each recursive code

Let's move on and learn about a few advantages and disadvantages of recursion in the next lesson.

printNum(2)

printNum(1)

printNum(0)

printNum(4)

is like a child node.

Practice

printNum(6)

printNum(5)

is written, you will find it easier to write your own.