

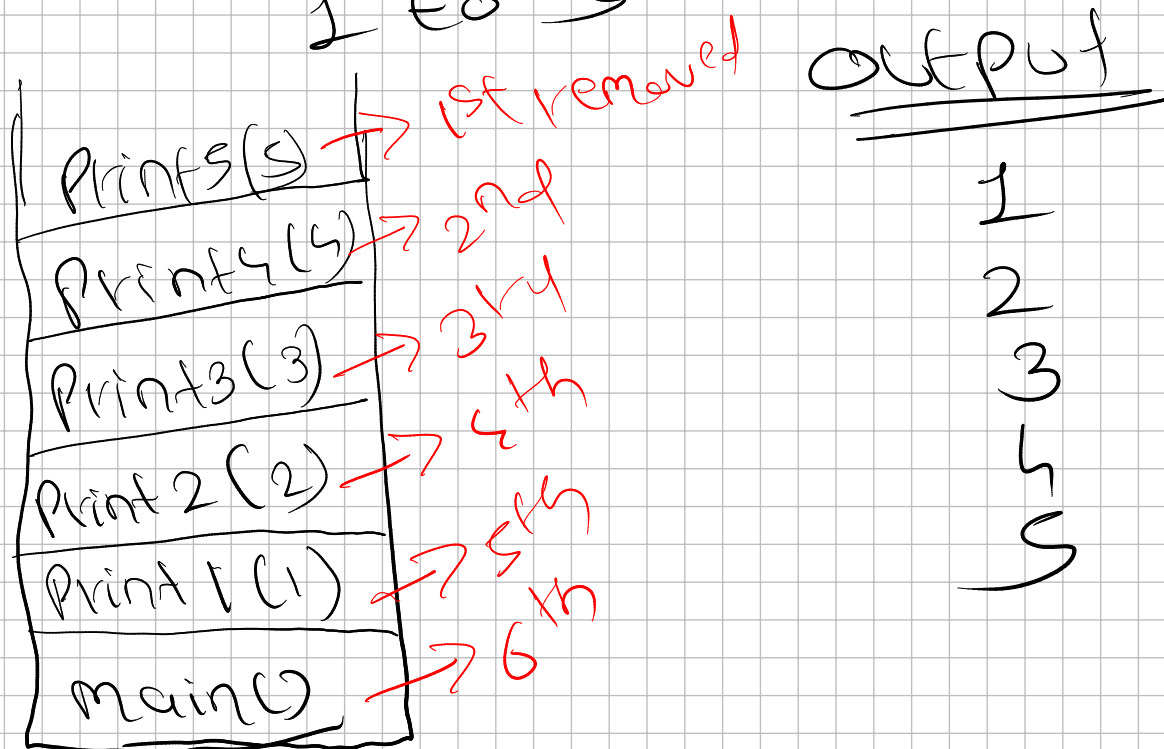
# How function call work in languages

## VVIP

★ While the function is not finished executing it will remain in stack.

★ When a function finishes executing it is removed from stack, & the flow of program is restored to where the function was called.

Program for Printing numbers  
1 to 5



★ Main function will always run first.

## Recursive Function for the same:

### ✶ Base condition in recursion:-

Condition where our recursion will stop making new calls.

### ✶ No base condition:-

Function calls will keep happening, stack will be filled again & again.

➔ Memory of computer will exceed the limit → stack overflow error

	<u>Output</u>	
Print(5)	x 1	↓
Print(4)	x 2	↓
Print(3)	x 3	↓
Print(2)	x 4	↓
Print(1)	x 5	↓
main()	x 6	↓

↓  
Every call of function will take some memory.

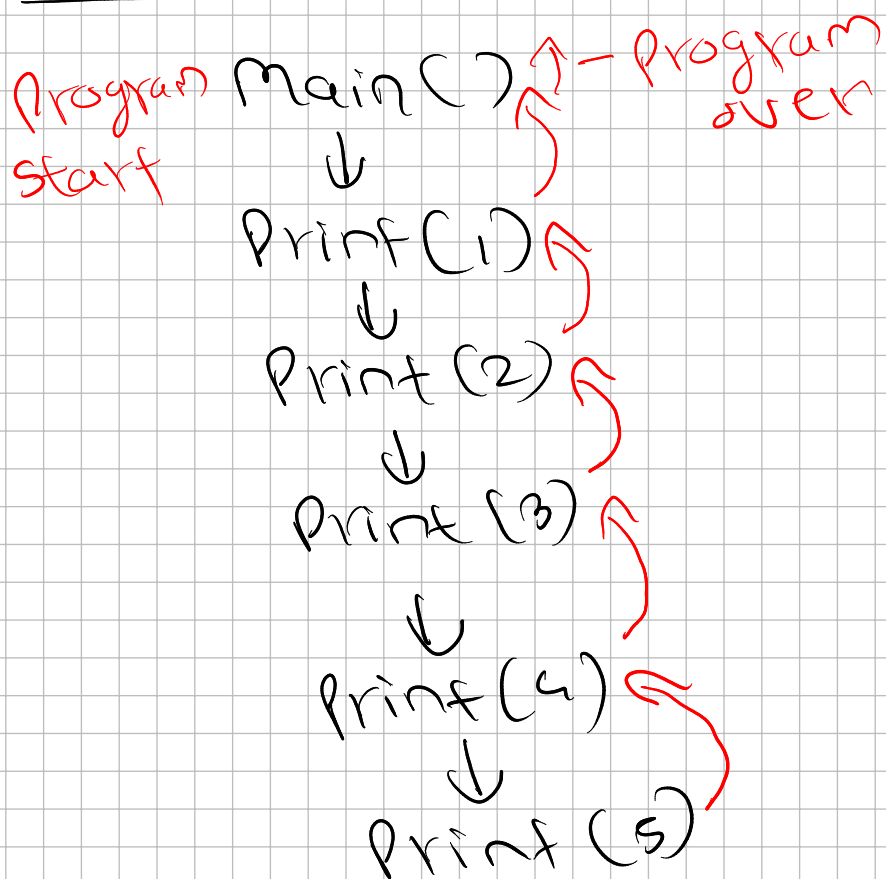
# Why Recursion?

Ans:-

- ★ It helps us in solving bigger/complex problems in a simple way.
- ★ You can convert recursion solution into iteration & vice versa.
- ★ Space complexity is not constant because of recursive calls.
- ★ It helps us in breaking down bigger problems into smaller problems.

# Visualising Recursion

UUUUU



This is known as Recursion tree.

Q: Find  $n^{\text{th}}$  Fibonacci number

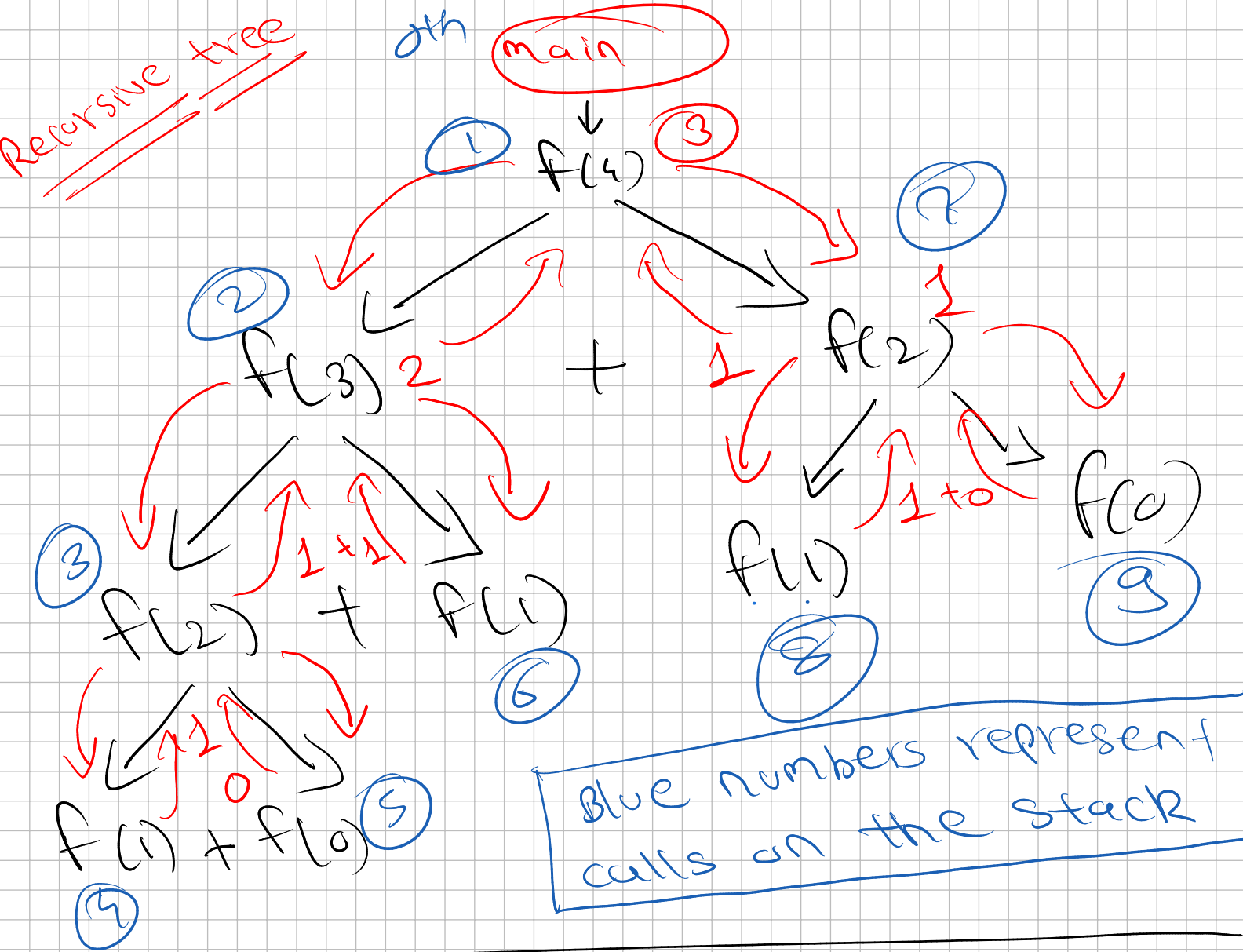
0<sup>th</sup> 1<sup>th</sup> 2<sup>th</sup> 3<sup>rd</sup> 4<sup>th</sup> 5<sup>th</sup> 6<sup>th</sup> 7<sup>th</sup>

0, 1, 1, 2, 3, 5, 8, 13, ...

$$\text{Fibo}(n) = \text{fibo}(n-1) + \text{fibo}(n-2)$$

This is known as recurrence relation.

Suppose, we want to find 4<sup>th</sup> no.



Break it down into smaller Problems.

The base condition is represented by answers we already have

In this case, we know that

$$f(0) = 0$$

$$f(1) = 1$$

This is base condition.

Note: How to understand & approach a problem.

VVIP

- ① Identify if you can break down Problem into smaller Problems.
- ② Write the recurrence relation if needed.
- ③ Draw the recursive tree.
- ④ About the tree:
  - i see the flow of functions, how they are getting in stack.
  - ii Identify & focus on left tree calls and right tree calls.
  - iii Draw the tree & pointers again & again using pen & paper.
  - iv use a debugger to see the flow.
- ⑤ See how the values & what type of values (int, string, etc) are returned at each step. See where the function call will come out. In the end, you will come out of the main function.

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Tip: Make sure to return the result of a function call of the return type.

UUVU II

variables :-

① Arguments

② Return type

③ Body of function.

e.g. Binary search

will go to  
next function  
call

S, e, m

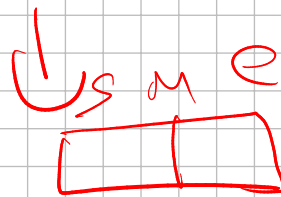
specific to that  
call.



f()



f()



f()

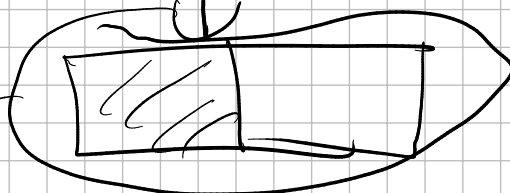
① Binary search with recursion

① Comparing  $\rightarrow O(1)$

② Dividing into 2 half



$\frac{N}{2}$



$\frac{N}{2}$

$\frac{N}{2}$



$$T(N) = O(1) + T\left(\frac{N}{2}\right)$$

Comparison

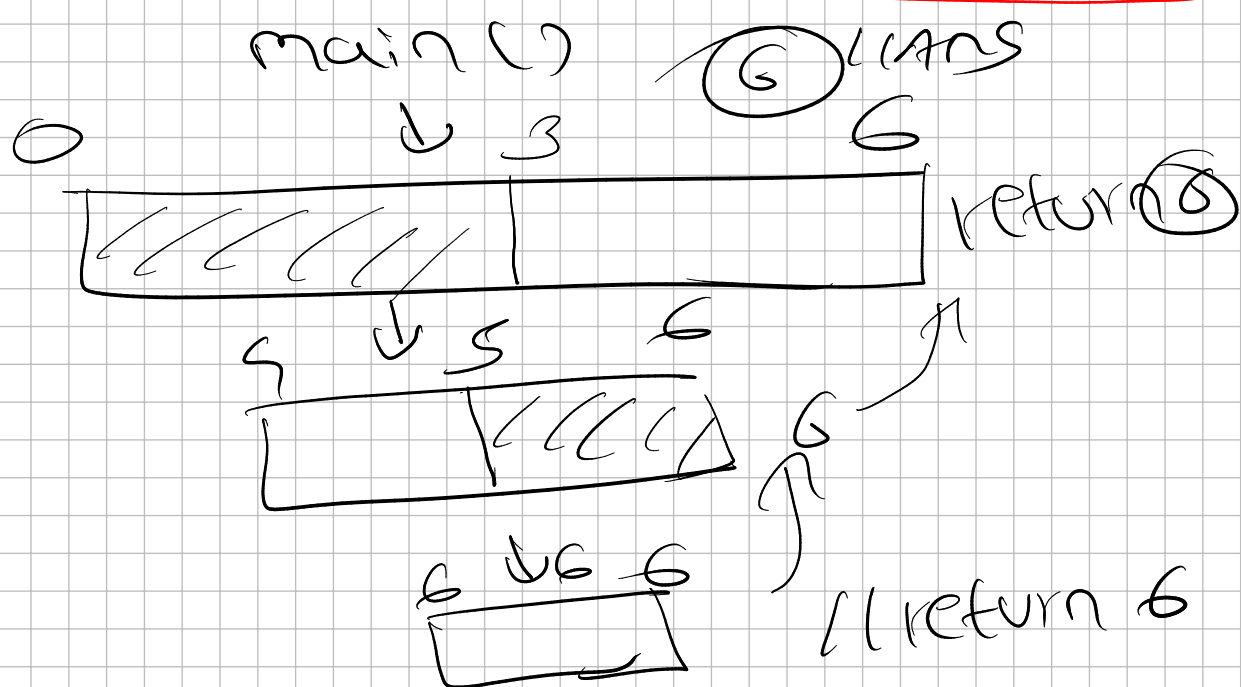
Dividing  
into 2 half

Recurrence  
relation

Types of recurrence relation:

① Linear recurrence relation → Fibonacci

② Divide & Conquer recurrence relation → Binary search (reduced by a factor)



If the function is of return type then don't just call fun<sup>n</sup> return it according to return type