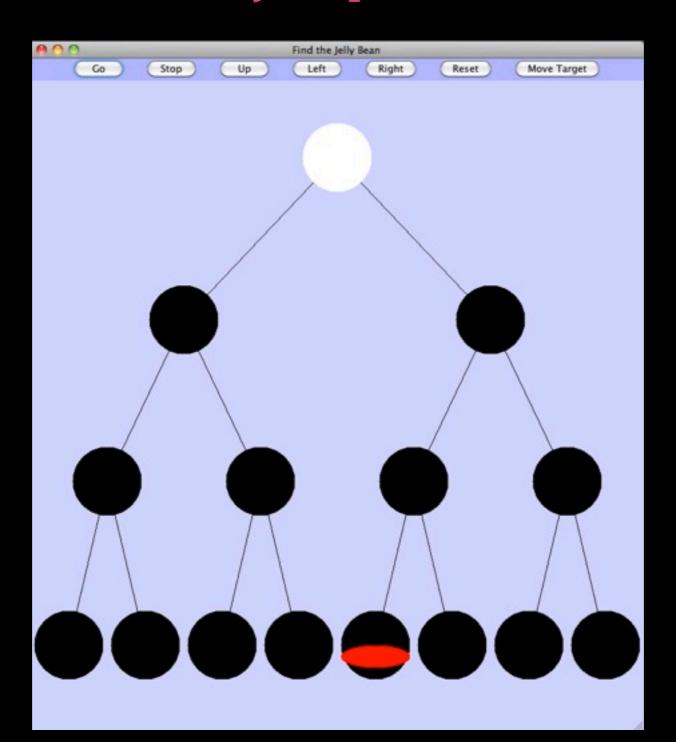
#### Slides for the Week

CS273 Laboratory 12

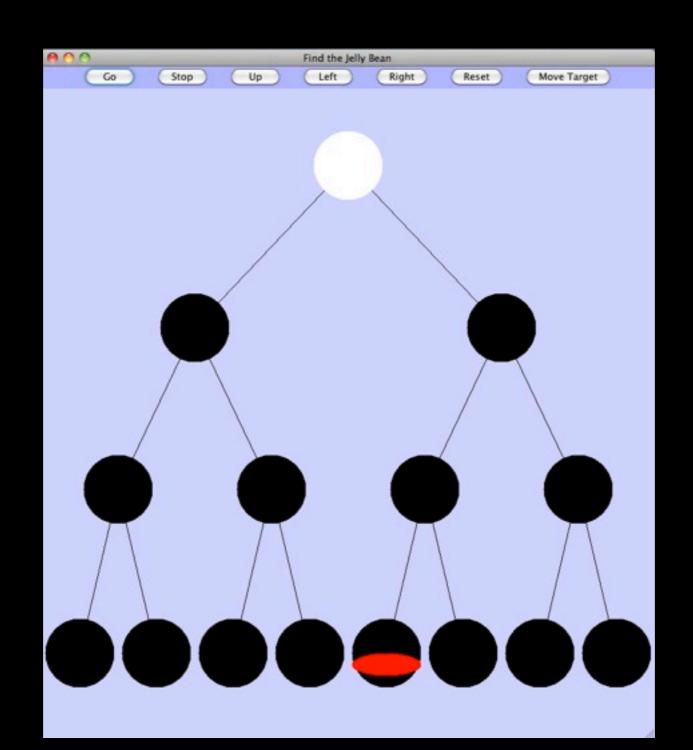
## This week's lab focuses on recursion and file I/O.

#### Recursion:

## You must implement the traverse()method so that the white finder automatically locates the red jellybean in this tree:



#### You must do so using recursion.



# A recursive method is a method that makes a call to itself.

# Suppose you wanted to implement a factorial() method.

#### You could do it iteratively.

That is, use a loop:

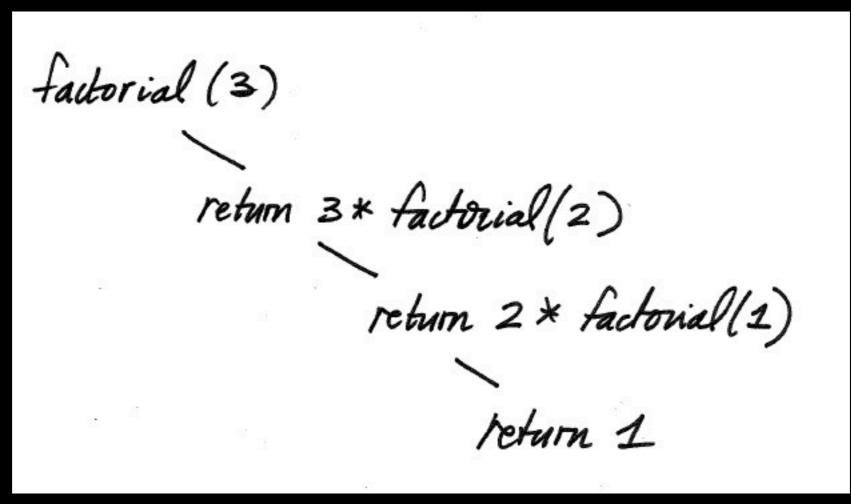
```
// Iterative implementation of factorial.
public int factorial(int n)
    int result = 1;
    while (n > 0)
        result = result * n;
        n = n - 1;
    return result;
```

You could also do it recursively.

That is, allow factorial() to call itself:

```
// Recursive implementation of factorial.
public int factorial(int n)
    // Base case. Test whether to stop the recursion
    // or continue. factorial(0) and factorial(1)
    // are both 1.
    if (n <= 1)
        return 1;
    // Recursive case. Recursion continues with a
    // recursive call.
    else
        // Multiply this value of n with the result
        // of calling factorial(n-1).
        return n * factorial(n-1);
```

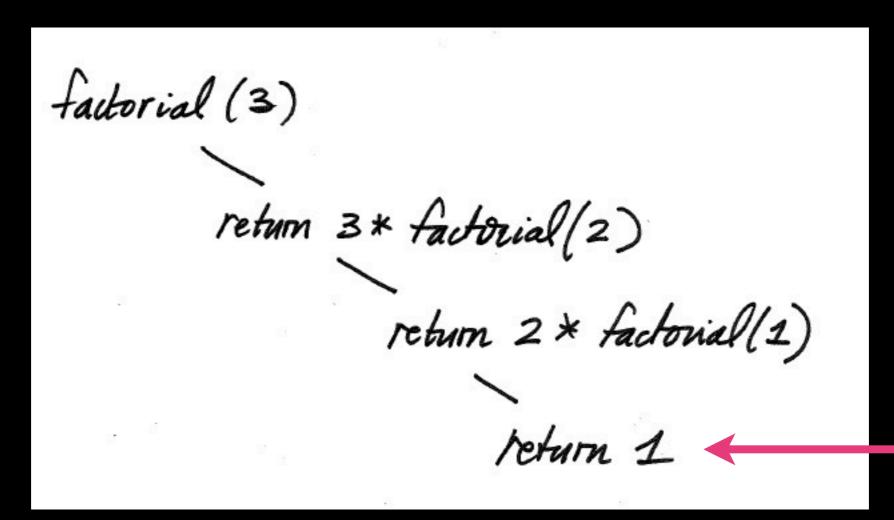
### Suppose you want to call the recursive implementation of factorial(3).



#### factorial(3) will call factorial(2) in its recursive case:

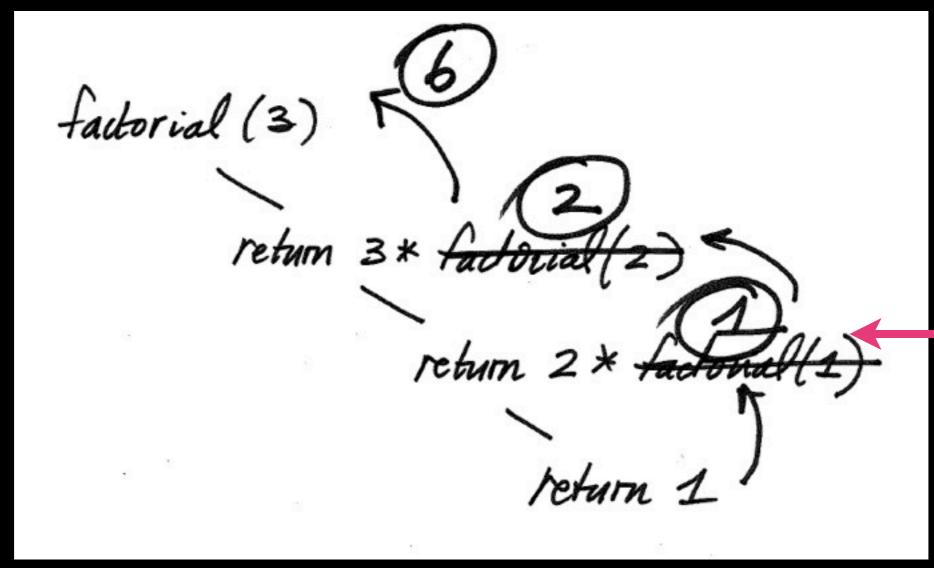
#### factorial(2) will call factorial(1) in its recursive case:

#### And when factorial(I) is called, the base case is hit, and factorial(I) returns I.

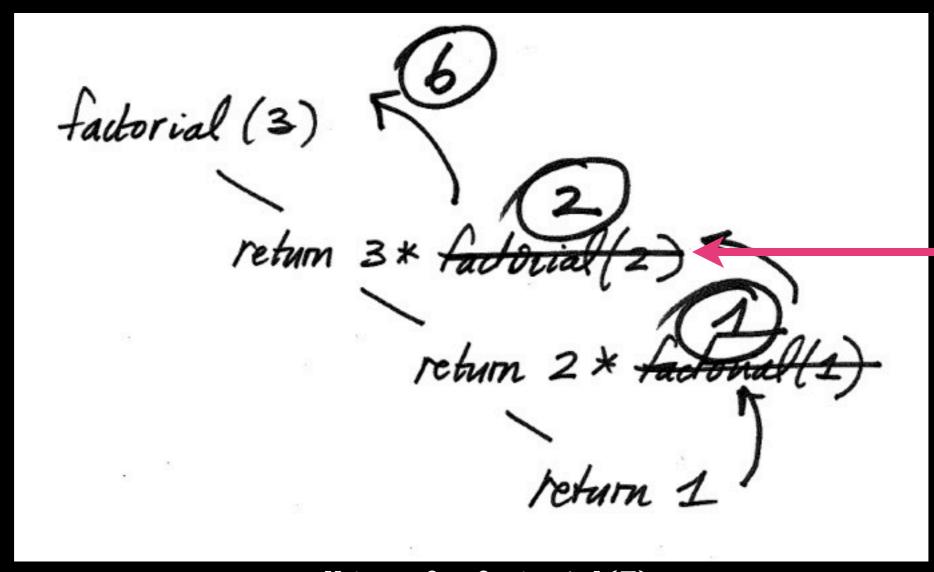


### As all of the recursive calls return, the multiplication is performed...

### factorial(I) returns I. The factorial(2) call computes 2 \* I and returns the value.



### factorial(2) returns 2. The factorial(3) call computes 3 \* 2 and returns the value of 6.



recursion is **powerful** because it allows one to write very small code that can be easy to reason about.

but students who first learn about recursion report that it feels a little bit like black magic.

#### File I/O:

## The starter code provides a small JFrame-based GUI that is built to offer File I/O functionality.

## You must implement all of the functions stubbed out in the FileHandler class so that these buttons work.

000		CS273 Lab 13: File I/O	
	Input file:	Browse	
	Output file:	Browse	
	Create empty file Delete	e file Count bytes List contents Copy file CS273 File I/O Laboratory Append string	
	Call:		

As you implement the File I/O checkpoints, be sure to use the classes recommended by each checkpoint.

#### Good Luck!

If you have any questions the TAs and I are happy to help.