

## C-104 $\Rightarrow$ Recursion in C

### Introduction to Recursion

Recursion  $\rightarrow$  when a function calls itself <sup>directly or indirectly</sup> then it is recursion.

Eg:-

```
void add()
```

```
{
```

```
----
```

```
-----
```

```
-----
```

```
add();
```

$\rightarrow$  Recursion

```
----
```

```
}
```

\* Function can call itself by any way either directly or indirectly, based on that we have types of recursion.

\* Example; assume teacher one function and another function jerry, when teacher calls jerry at some point jerry responds to teacher and process over.

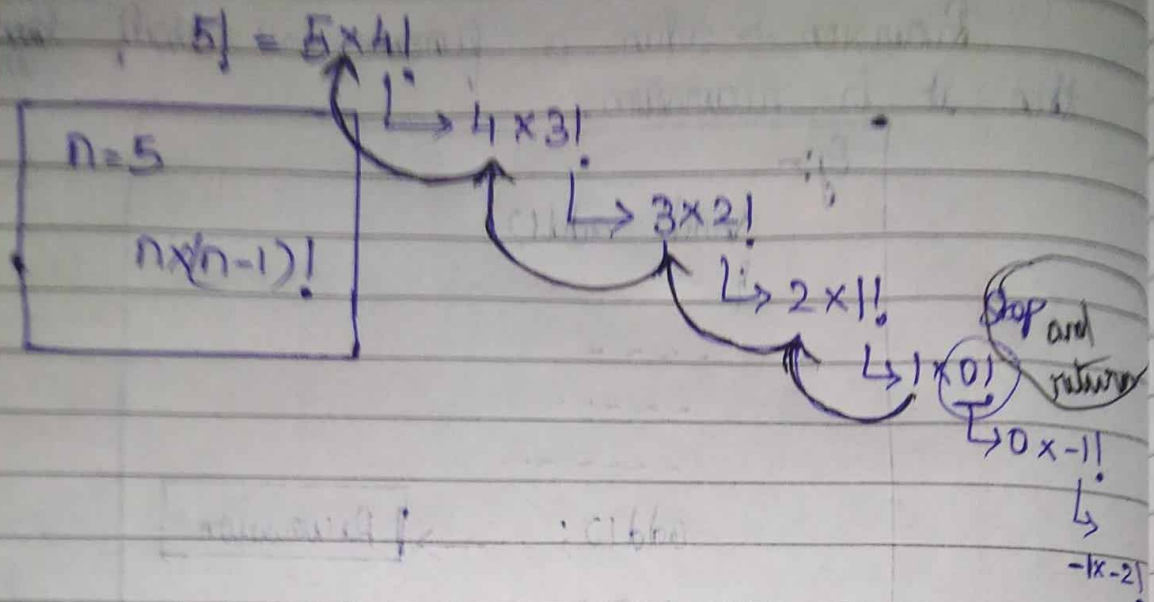
\* But, what happens when jerry calls itself, there is no other jerry; so this process leads to infinite loop,

\* So when the recursion should stop.

\* This is the base condition or terminate condition.

\* so we have to put some conditions very correctly at proper places to terminate loop.

$$5! = 5 \times 4 \times 3 \times 2 \times 1$$



\* so the condition goes on, so stop the loop with condition  $(n == 0)$  or  $(n <= 1)$ .

\* When  $n == 0$ , there is no chance to terminate the loop; in this case there will be infinite loop and it leads to stack overflow problem.

Program:

```

#include <stdio.h>
void display(int n)
{
    if (n == 0)
        return;
    else
        printf("%d", n);
}

```

```

printf("%d", n);

```



```

display(n-1);
printf("%d", n);

```

```

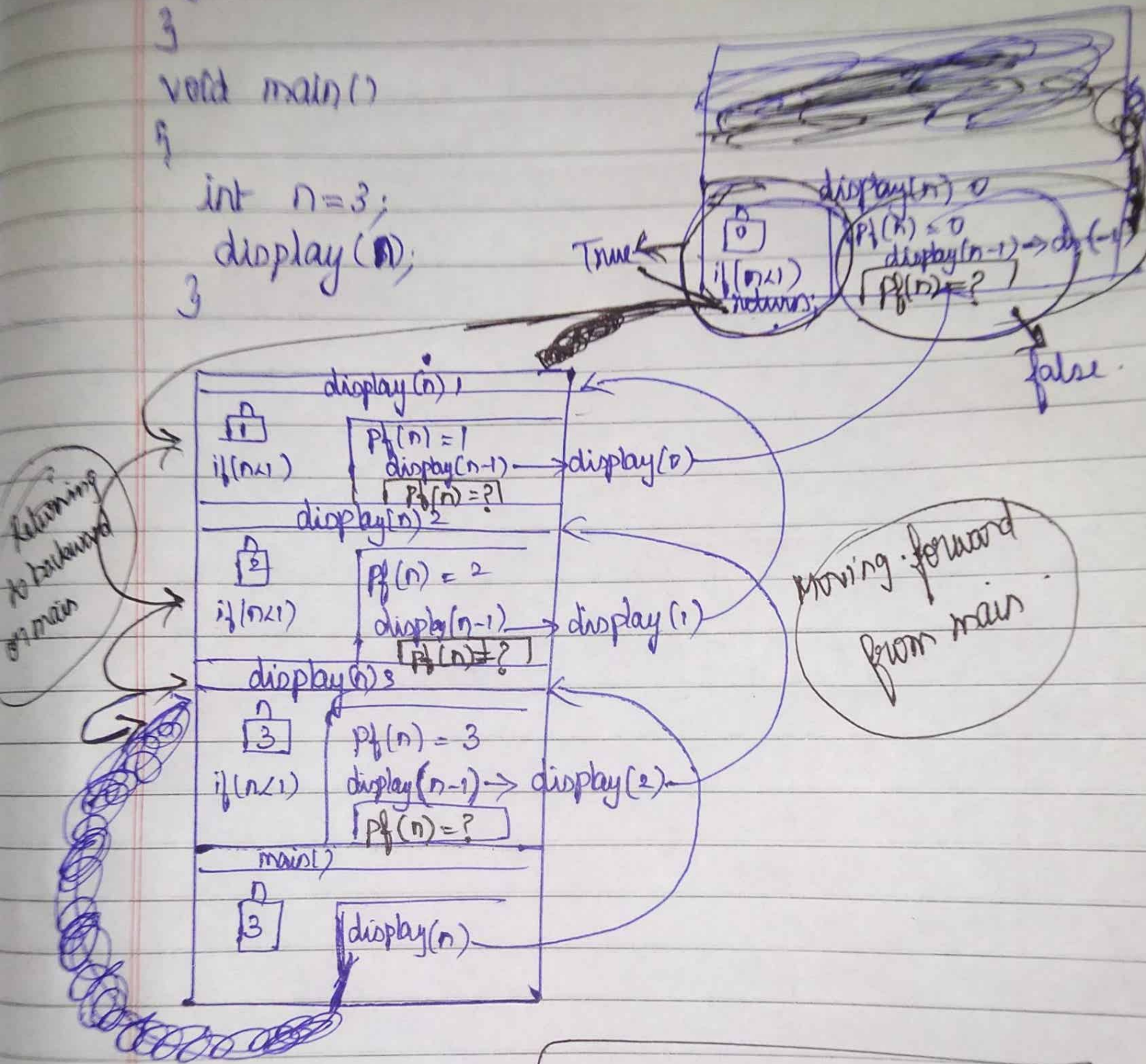
3
3
void main()
{

```

```

    int n=3;
    display(n);
}

```



o/p  $\Rightarrow$  3 2 1 1 2 3

```

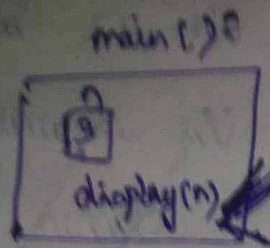
1  #include <stdio.h>
2  #include <stdlib.h>
3  /** 1 - RECURSION INTRODUCTION **/
4  void display(int n)
5  {
6      if(n<1)
7          return;
8      else
9      {
10         printf("%d ",n);
11         display(n-1);
12         printf("%d ",n);
13     }
14 }
15
16 int main()
17 {
18     int n=3;
19     display(n);
20 }
21

```

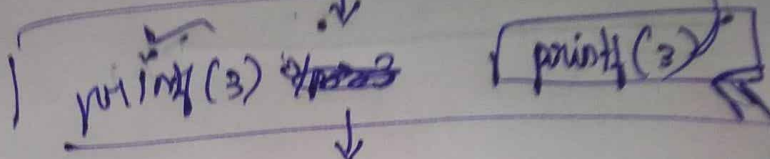
```

"D:\1. C C++NOTEBOOK\C LANGUAGE\C PROGRAMS\PART 5_Jennys Lectures\PART 7_JENNY'S LECTURE_FUNCTIONS\FUNCTI...
3 2 1 1 2 3
Process returned 0 (0x0)   execution time : 0.011 s
Press any key to continue.

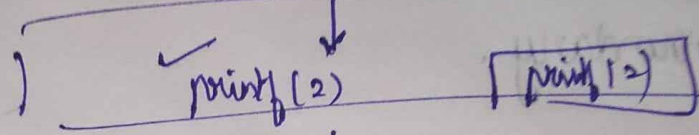
```



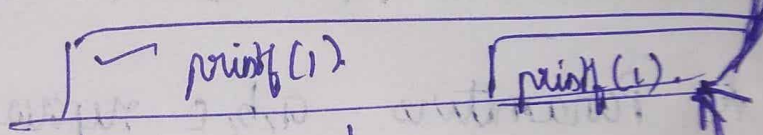
display(3)



display(2)



display(1)



display(0)

3 2 1 1 2 3