InClass Assignment

#include "library.h"

//Summation

/\*

int summation(int n){

if(n != 0){

return n+ summation(n-1);

}

return 0;

}

void main(){

print(summation(3));

}

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//Summation Part 2 limit 3 to 5

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int summation(int x, int n){

if( n != (x-1) ){

return n + summation(x,n-1);

}

return 0;

}

void main(){

print(summation(3,5));

}

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int summation(int x, int n, int t){

if( n != (x-1) ){

return n + (summation(x,n-1,t)-(2\*t));

}

return 0;

}

void main(){

print(summation(3,15,2));

}