Data Structures (Spring 2020)

Iteration & Recursion (2nd Lab)

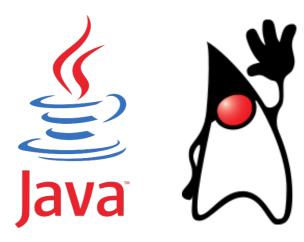
2020.03.27 Seoul National University Database Systems Lab



Today's Lab

- VirtualBox tips
- Eclipse tips

- Fibonacci numbers
- Tower of Hanoi







VirtualBox Tips

- Troubleshooting
 - My virtual machine is too slow
 - My display is too small

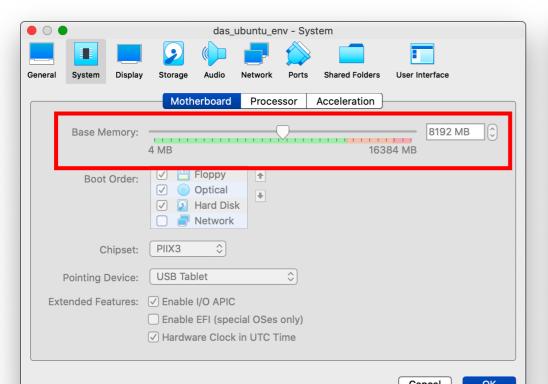
=> Change your VirtualBox settings

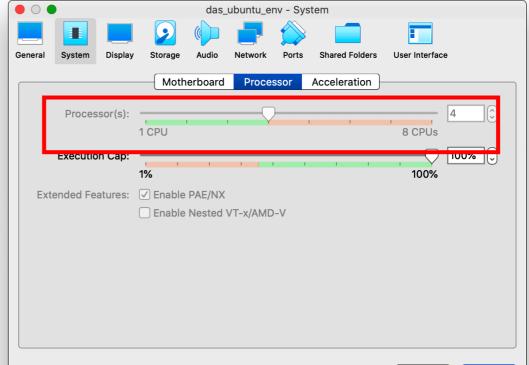




VirtualBox Tips

- My virtual machine is too slow
 - Setting -> System -> Motherboard -> Increase your "Processor"
 - Setting -> System -> Motherboard -> Increase your "Base Memory"

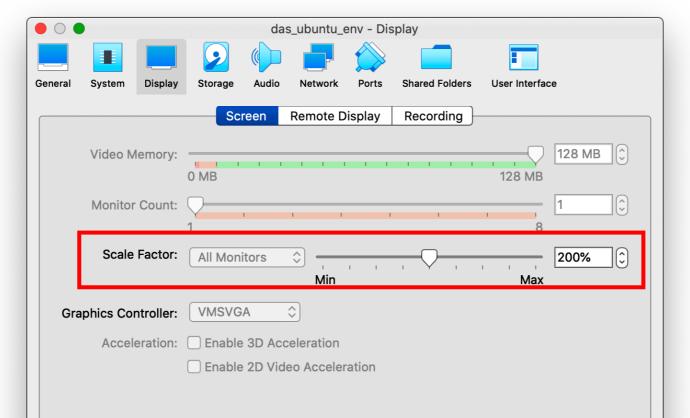






VirtualBox Tips

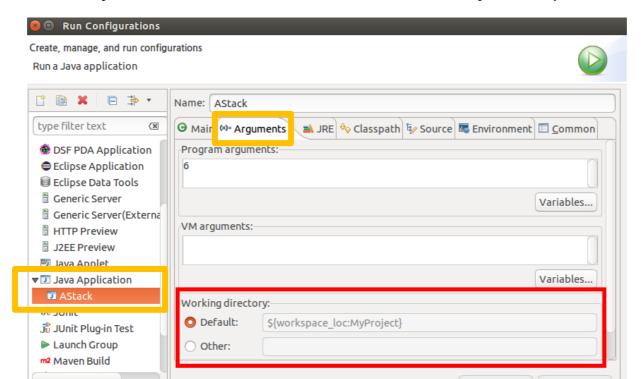
- My display is too small
 - Setting -> Display -> Screen -> Scale Factor: 200





Eclipse Tips

- If you want to write your program on Eclipse
 - Run As -> Run Configurations -> Arguments
 - Working directory -> Select "Other" -> choose your "public" directory





Eclipse Tips

- You can run your code on any OS!
- BUT, you should check your code on Linux environment when you submit your program assignment



Fibonacci numbers

• In mathematics, the **Fibonacci numbers**, commonly denoted F_n , form a sequence, called the Fibonacci sequence, such that each number is the sum of the two preceding ones, starting from 0 and 1. That is,

$$F_0=0, \quad F_1=1, \quad ext{ and } \quad F_n=F_{n-1}+F_{n-2}, \quad ext{ for n>1}$$

• The beginning of the sequence is thus:

$$0, 1, 1, 2, 3, 5, 8, 13, 21, 34, 55, 89, 144, \dots$$



Tower of Hanoi

- The **Tower of Hanoi** is a mathematical game or puzzle.
 - three rods (or poles), a number of disks of different sizes
 - he puzzle starts with the disks in a neat stack in ascending order of size on one rod, the smallest at the top, thus making a conical shape.
- The objective of the puzzle is to move the entire stack to another rod, obeying the following simple rules:
 - Only one disk can be moved at a time.
 - 2. Each move consists of taking the upper disk from one of the stacks and placing it on top of another stack or on an empty rod.
 - 3. No larger disk may be placed on top of a smaller disk.



From: https://en.wikipedia.org/wiki/Tower_of_Hanoi

Exercises

- Fill the blank of codes
 - Write your code into "// TODO:" section (FibTest.java, ToHTest.java)
 - to complete Fibonacci number and Tower of Hanoi

```
▼# src
▼ # (default package)
                                                             public class Main {
                                                                  public static void main(String[] input) {
  ▶ 🚮 FibTest.java
                               // Fibonacci Code
                                                                     int num = Integer.parseInt(input[1]);
                                                                     if (input[0].contentEquals("fib")) {
                               // Entry class
  ▶ ☑ Main.java
                               // Tower of Hanoi's Pole
                                                                         System.out.println("fibr("+num+") is " +FibTest.fibi(num));
  ▶ □ Pole.java
                                                                     } else if (input[0].contentEquals("toh")) {
                               // Tower of Hanoi Code
  ▶ ∏ ToHTest.java
                                                                         ToHTest. TOH(num);
                                                                                          Main.java
                   Project Structure
```

Exercises

- Fill the blank of codes
 - Write your code into "// TODO:" section (FibTest.java, ToHTest.java)
 - to complete Fibonacci number and Tower of Hanoi

ToHTest.java FibTest.java



Exercises

Result

\$ java Main fib 1 fibr(1) is 1

\$ java Main fib 2 fibr(2) is 1

\$ java Main fib 5 fibr(5) is 5

\$ java Main fib 10 fibr(10) is 55

\$ java Main fib 20 fibr(20) is 6765

\$ java Main fib 40 fibr(40) is 102334155

\$ java Main toh 2

1: Move 1 to 3

2: Move 1 to 2

3: Move 3 to 2

\$ java Main toh 3

1: Move 1 to 2

2: Move 1 to 3

3: Move 2 to 3

4: Move 1 to 2

5: Move 3 to 1

6: Move 3 to 2

7: Move 1 to 2

