RECURSION EXERCISES

1. A palindrome is a word that reads the same forwards and backwards, like “level” or “sees” or “deified”. Write a recursive function that checks whether a single word supplied by the user is a palindrome. Don’t worry about upper and lowercase issues. Here is a prototype:

bool is_palindrome(unsigned int a, unsigned int b, const string& s)

You may want to #include <string>; this library is useful because it contains a function length(), which tells you how long the string is.
Hint: there are two variants of the base case: consider the case for “tot” or “toot”, both of which are palindromes. Do not use any local variables.
EXAMPLES:

“ABCDEFGFEDCBA” is a palindrome
“ABCDEFGGFEDCBA” is a palindrome
“ABCDEFGEDCBA” is not a palindrome

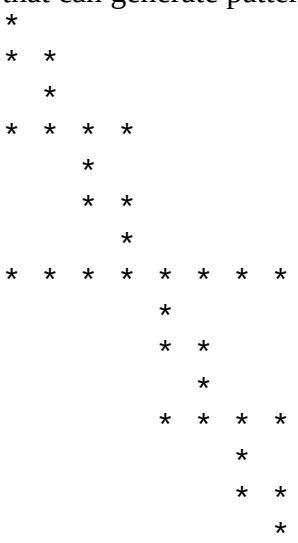
2. Write a recursive function that takes an integer and prints it out as a binary one. Here is the prototype:

void binary_print(ostream& outs, unsigned int n);

The function prints the value of n as a BINARY number to the ostream outs. If n is zero, then a single zero is printed; otherwise no leading zeros are printed in the output. The '\n' character is NOT printed at the end of the output. Do not use any local variables.
EXAMPLES:

n=0 Output:0
n=4 Output:100
n=27 Output:11011

3. Examine this fractal pattern of asterisks and blanks, and write a recursive method that can generate patterns such as this:



With recursive thinking, the method needs only seven or eight lines of code (including two recursive calls). Your method should look like this:

```
void pattern(ostream& outs, int n, int i)
// Precondition: n is a power of 2 greater than zero.
// Postcondition: A pattern based on the above example has been
// printed. The longest line of the pattern has
// n stars beginning in column i of the output. For example,
// the above pattern is produced by the call pattern(8, 0).
```

Hints: You do not need to check the precondition. Think about how the pattern is a fractal. Can you find two smaller versions of the pattern within the large pattern? Here is some code that may be useful within your method:

```
// A loop to print exactly i spaces:
for (k = 0; k < i; k++) outs << "  ";
// A loop to print n asterisks:
for (k = 0; k < n; k++) outs << "*";
```