

Today's Questions

- ① Power 3rd method
- ② Print zigzag
- ③ Tower of Hanoi
- ④ Display Array
- ⑤ Display array Reverse
- ⑥ Max array

① * Power function.

```
pow(x, n) {
    if (n == 0) return 1;
```

$$\text{int ans} = \text{pow}(x, n/2) \times \text{pow}(x, n/2)$$

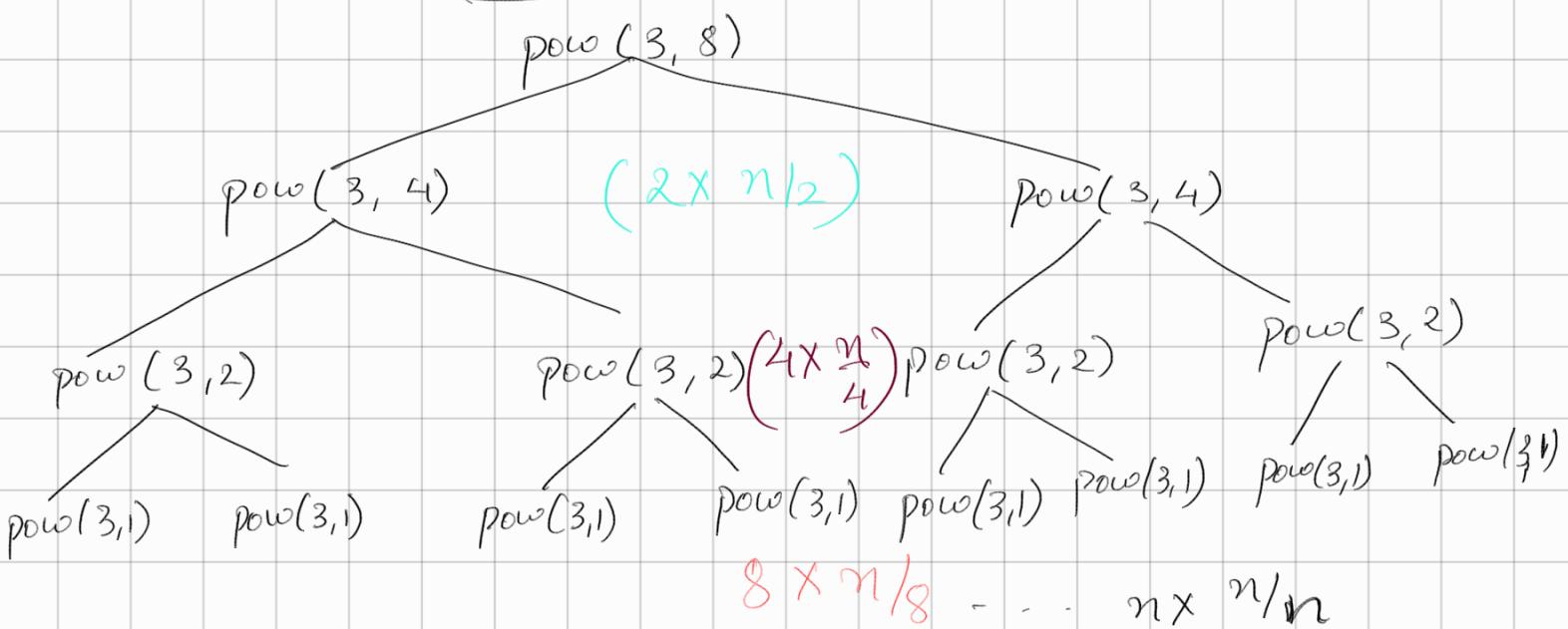
If ($n \neq 0$)

$$\text{ans} *= x;$$

return ans;

}

Recursion Tree (for $x=3$, $n=8$)



But $\log_2(8)$ is 3

Hence, total number of calls are $2^0 + 2^1 + 2^2 + 2^3 + 2^4 \dots$

$$\text{GP sum} = \frac{2^5 - 1}{2 - 1} = \frac{2^5 - 1}{1} =$$

$\therefore \text{TC: } O(2^5)$ for $n=8$ (approx: $2^4 \Rightarrow n$)

\therefore here $O(n)$ complexity, but that makes the logarithmic logic obsolete. So, for logarithmic power, we only need to call once only

② Point Zigzag

for $n=3$: O/P: 3 2 1 1 2 1 1 1 2 3 2 1 1 1 2 1 1 1 2 3.

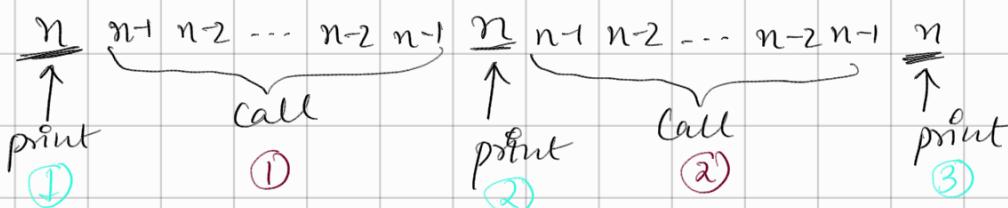
Expectation: $pzz(n) : n \ n-1 \ n-2 \dots n-2 \ n-1 \ n \ n-1 \ n-2 \dots n-2$
 $n-1 \ n$

Faith: $pzz(n-1) : \underline{n} \ n-1 \ n-2 \dots n-2 \ n-1 \ \underline{n-1} \ n-2 \dots n-2 \ n-1 \ \underline{\dots}$

Work: Fill blank spaces above with n

No. of blanks = 3, So we need to print 3 times
& other stuff b/w blanks repeats twice b/w 3 spaces for all n values

So, we need to print 3 times & call 2 times alternatively starting with print n



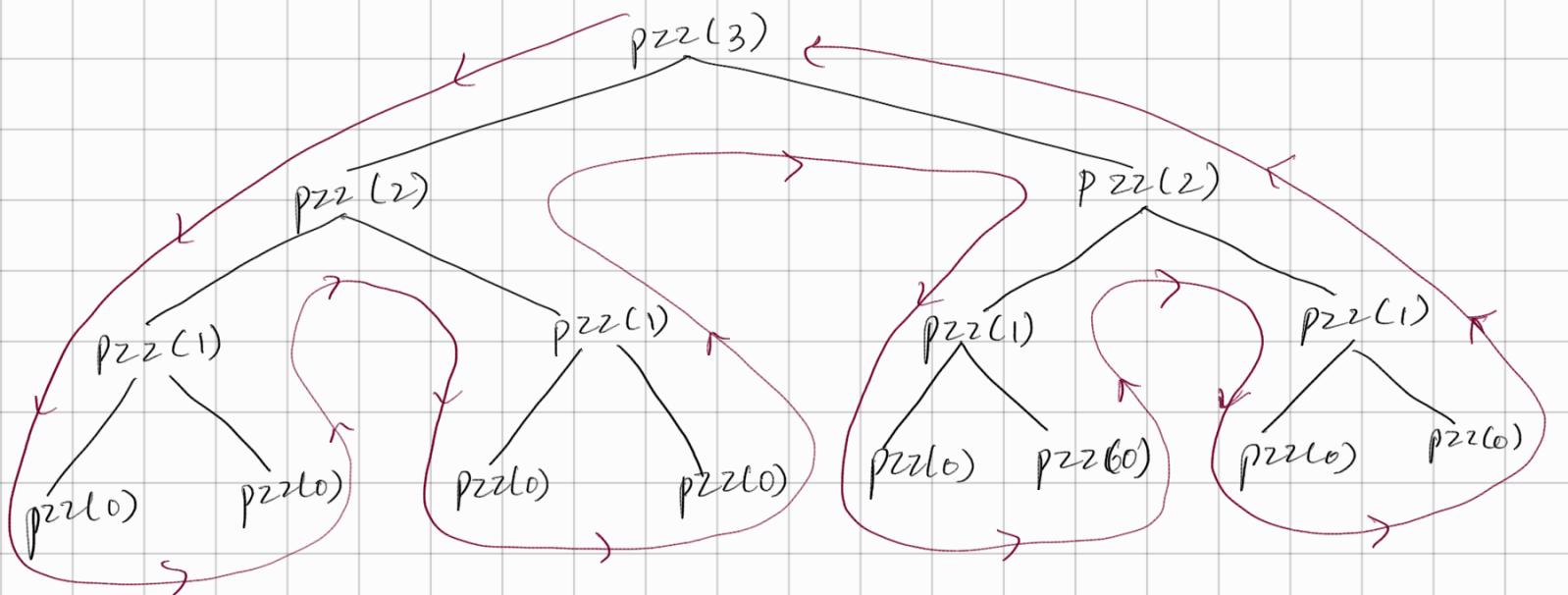
∴ CODE:

if ($n == 0$) return;

- ① print(n);
- ① pzz(n-1);
- ② print(n);
- ② pzz(n-1);
- ③ print(n);

* Base case pzz(0) is hit $(4 \times 2)^{=8}$ times
 $\frac{pzz(n-1)}{pzz(n-1)}$

Recursion Tree



Recursion Tree works on Depth First Search concept

Recursion TC formula: \Rightarrow $(\text{Calls})^{\text{height}} + \text{preorder} \times \text{height}$
 $+ \text{postorder} \times \text{height}$

$$TC = \left(\frac{\text{no. of calls}}{\text{work}} \right)^{\text{height}} + \left(\frac{\text{preorder} + \text{postorder}}{\text{work}} \right) \times \text{height}$$

③ Display array

a) Expectation: `dispArr(0)` → prints array

b) Faith: `dispArr(1)` → prints array[1:n-1]

c) Work: `print(arr[i])`

∴ CODE:

```
if (idx >= arr.length)
    return;
print (arr[idx]);
dispArr (arr, idx + 1);
```

④ Display array in Reverse

Similar to ③), but post order work

∴ CODE

```
if (idx >= length)
    return;
dispArr (arr, idx + 1);
print (arr[idx]);
```

⑤ Maximum of an array

a) Expectation: `maxArr(0)`: returns max of [0 → n) elements

b) Faith: `max(arr, i)`: returns max of [i → n) elements

c) Work: Compare current element & current

```
return Math.max (arr[idx], maxArray (arr, idx + 1));
```

∴ CODE:

```
if (idx >= arr.length) return Integer.MIN_VALUE;
return Math.max (arr[idx], maxArray (arr, idx + 1));
```

$\text{arr} = \{ 3, 2, 5, 7, -2, 1 \}$

$\text{idx} \quad 0 \quad 1 \quad 2 \quad 3 \quad 4 \quad 5$

$\max(\text{arr}, 6)$

$\max(\text{arr}, 5)$

$\max(\text{arr}, 4)$

$\max(\text{arr}, 3)$

$\max(\text{arr}, 2)$

$\max(\text{arr}, 1)$

$\max(\text{arr}, 0)$

returns Integer.MIN_VALUE

returns 1

returns 1

returns 7

returns 7

returns 7

returns 7

returns 7

7

$[4k] \text{arr}[5]$

$[4k] \text{arr}[4] \text{idx}$

$[4k] \text{arr}[3] \text{idx}$

$[4k] \text{arr}[2] \text{idx}$

$[4k] \text{arr}[1] \text{idx}$

$[4k] \text{arr}[0] \text{idx}$

∴ max value is returned as 7.

(6) firstIndex

$\{ 20, 60, 10, 80, 50, 10, 20, 10 \}$, $n = 10$

$\underset{2}{\uparrow}$ \rightarrow ans.

a) Expectation: $\text{firstIndex}(\text{arr}, 0)$: returns first index in $[0, n)$

b) faith: $\text{firstIndex}(\text{arr}, 1)$: returns first index in $[1, n)$

c) work: check if $\text{arr}[\text{idx}] == x$, if true then return idx
else return $\text{firstIndex}(\text{arr}, \text{idx} + 1)$.

∴ CODE:

$\text{if } (\text{idx} \geq \text{arr.length})$

return -1;

$\text{if } (\text{arr}[\text{idx}] == x)$

return idx ;

return $\text{firstIndex}(\text{arr}, \text{idx} + 1, n)$;

⑦ Last Index

Similar to First Index but post order work

∴ CODE

```
if (idx >= arr.length)  
    return -1;
```

```
int y = lastIndex (arr, idx+1, x);
```

```
if (y != -1)  
    return y;
```

```
if (arr[idx] == x)  
    return idx;
```

```
return -1;
```