DEPARTAMENTO DE ENGENHARIA INFORMÁTICA

Laboratory Class

Recursion

Estruturas de Informação

1. Implement a recursive algorithm:

a) That receives a string and returns another string with its characters in reverse order of the original string.

b) To compute the product of two positive integers, m and n, using only the arithmetic operations: addition and subtraction.

c) To calculate the greatest common divisor of two positive integers, for example m.d.c (48,30)=6, using the algorithm of successive divisions.

d) To convert a string of digits into the integer it represents. For example, "13531" represents the integer 13531.

e) To see if a number is palindrome that is, the number is the same when written forwards or backwards (examples: 99, 101, 111, 121, 1221, 21112, 10001, …).

f) To compute the sum of all the elements in an n × n (two-dimensional) array of integers.

2. Develop a recursive method to demonstrate the backtracking through the search of a path in a labyrinth. Consider that only horizontal and vertical movements are allowed (diagonal are prohibited) and movements obey the following order: north↑, east→, south↓ and west ←. Represent the labyrinth by a matrix of zeros and ones, in which the walls represent zeros and ones halls. For example, for the following labyrinth 7x13:

	0	1	2	3	4	5	6	7	8	9	10	11	12
0	1	1	1	0	1	1	0	0	0	1	1	1	1
1	1	0	1	1	1	0	1	1	1	1	1	0	1
2	1	0	0	0	1	0	1	0	1	0	1	0	1
3	1	0	0	0	1	1	1	0	1	0	1	1	1
4	1	1	1	1	1	0	0	0	0	1	0	0	0
5	0	0	0	0	1	0	0	0	0	0	0	0	0
6	0	0	0	0	1	1	1	1	1	1	1	1	1

A recursive method that seeks a path between the source (0, 0) and the destination (6, 12) should mark the labyrinth path cells with **9** and cells accessed but which have not led to the solution with **2**. So the return positions (backtracking) can be viewed with **2** like in the following matrix.

9	9	9	0	2	2	0	0	0	2	2	2	2
1	0	9	9	9	0	2	2	2	2	2	0	2
1	0	0	0	9	0	2	0	2	0	2	0	2
1	0	0	0	9	2	2	0	2	0	2	2	2
1	1	1	1	9	0	0	0	0	1	0	0	0
0	0	0	0	9	0	0	0	0	0	0	0	0
0	0	0	0	9	9	9	9	9	9	9	9	9