Marmara University - Faculty of Engineering - Department of Computer Engineering

Spring 2022 – CSE1242 Computer Programming II Homework #3

Due: 17.05.2022.Tue 23.59

In this homework, you are expected to implement the following programs using recursion.

1) We have bunnies standing in a line, numbered 1, 2, ... The odd bunnies (1, 3, ...) have the normal 2 ears. The even bunnies (2, 4, ...) have 3 ears, because they each have a raised foot. Recursively return the number of "ears" in the bunny line 1, 2, ... n (without loops or multiplication).

Example:

```
Please enter the number of lines (n=): 2
bunnyEars2(0) → 0
bunnyEars2(1) → 2
bunnyEars2(2) → 5
```

- 2) In this question, you will write a program to find super digit of a number X using the following
 - If X has only 1 digit, then its super digit is X.
 - If X has more than 1 digit, then its super digit is equal to the super digit of the digit-sum of X.

Example:

• The number X will be given to your program with two numbers (n and k) and you will construct the number X as the number n concatenated k times.

Example:

```
Please enter a number (n=): 123
Please enter repetition factor (k=): 3
Super digit of number 123123123 is 9.
```

- 3) In this question, you will print identical triangles nested each other recursively. You will construct the triangles by using two digits '_'(underscore) and '1'. There will be number of iterations given as an input to your program.
 - If the number of iterations is given as 0, you will print a simple triangle by using 32 rows and 63 columns in a matrix as the following:

1
111
11111
111111
11111111
111111111
11111111111
111111111111
11111111111111
111111111111111
11111111111111111
111111111111111111111111111111111
111111111111111111111111111111111111111
111111111111111111111111111111111111111
111111111111111111111111111111111111111
111111111111111111111111111111111111111
111111111111111111111111111111111
1111111111111111111111111111111111
1111111111111111111111111111111111
1111111111111111111111111111111111
11111111111111111111111111111111111
1111111111111111111111111111111111
11111111111111111111111111111111111
11111111111111111111111111111111111
11111111111111111111111111111111111
11111111111111111111111111111111111
11111111111111111111111111111111111
1111111111111111111111111111111111111
1111111111111111111111111111111111111
_11111111111111111111111111111111111111
111111111111111111111111111111111111111

• If the number of iterations is given as 1, you will create 3 triangles by calculating their 3 corner points using the original triangle in the previous iteration. It should be noted that the original triangle at iteration 0 will be decomposed three identical triangles as the following:

	4	
	1	
111		
11111		
	.1111	
	.11111	
	.111111	
	.1111111	
1111111	11111111	
11111111	.111111111	
111111111	11111111111	
11111111111111111		
11111111111	111111111111111111111111111111111111111	
11111111111	111111111111111	
1111111111111	111111111111111111111111111111111111111	
1111111111111	111111111111111	
11111111111111	111111111111111111111111111111111111111	
<u></u>	1	
111	111	
11111	11111	
1111111	1111111	
11111111	11111111	
1111111111	1111111111	
11111111111	11111111111	
1111111111111	1111111111111	
11111111111111111	111111111111111	
11111111111111111	111111111111111111111111111111111111111	
111111111111111111	1111111111111111111	
111111111111111111111111111111111111111	11111111111111111111111	
111111111111111111111111111111111111111	1111111111111111111111111	
111111111111111111111111111111111111111	11111111111111111111111111111	
	111111111111111111111111111111111111111	
1111111111111111111111111111111111		

• If the number of iterations is given as 2, you will again create 3 triangles for each triangle in the previous iteration by calculating their 3 corner points using the triangles in the previous iteration. It should be noted that each triangle at iteration 1 will be decomposed three identical triangles as the following:

		1		
111				
11111				
1111111				
		11111		
		11111 111111		
11111111111				
111111111111				
	1	<u></u>		
	 111	 111		
	 11111	 11111		
	1111111	1111111		
	111111111	111111111		
	1111111111	11111111111		
	1111111111111	1111111111111		
	1	1		
	111 111			
	111	11111		
1111111		1111111		
111111111		111111111		
11111111111		11111111111		
1111111111111		1111111111111		
	11111111111111111111111111111111			
1	1	11	1	
111	111	111	111	
11111	11111	11111	11111	
11111111	11111111	11111111	11111111	
111111111	111111111	1111111111	111111111	
11111111111	11111111111	11111111111	11111111111	
1111111111111	11111111111111_	1111111111111	_11111111111111	
11111111111111111	_11111111111111111	_1111111111111111	_11111111111111111	

• If the number of iterations is given as 3, you will need to print triangles as the following:

			1			
111						
11111						
1111111						
		1	1			
		111	111			
111111 111111						
		<u>-</u> 1		 1		
		 11		 l1		
		<u></u> 111	 111			
		1111	1111			
	1	1	1	1		
	<u>-</u>	<u>-</u>	<u>-</u>	<u>-</u>		
	11111	11111	11111	11111		
	_+++++- 1	_+++++-	_+++++-		 1	
	- 11					
11111			111 11111			
1111111		11111 1111111				
1	1 1			1	1 1	
111	111			¹ 111	1 111	
11111	111 11111			1111 11111	111 11111	
	111111 <u>_</u> 11111111				111111 <u>_</u> 11111111	
1		 1				1
	·					
111	11			11		11
11111		111		111		111
11111111	1111		1111			1111
111	1	1	1	1	1	1
111111	111	111	111	111	111	111
1111111111	11111	11111	11111	11111	11111	11111_
1111111_1111111	_1111111_	_1111111_	_1111111_	_11111111	_11111111	_1111111

• If the number of iterations is given as 4, you will need to print triangles as the following:

		1	
	1	11	
	1_	1	
111_111			
	1	1	
	111	111	
1111			
	111_111	_111_111	
	1	11	
	111	111	
	11	111	
	111_111	111_111	
	11	111	
	111111	111111	
	1111	1111_	
	_111_111_111_111	_111_111_111_111	
1			1
11			.11
11		11	
111_111		111_111	
11	1	1	1
111	111	111	111
11	_11		11
	111 111	111 111	111 111
111_111_	_+++_++	+++_++	_111_111
11	11	11	1
1 111	1 111	11 111	1 111
1 111 11	1 111 1 1	1 111 11	1111 1_1
1 111 11	1 111 111 1 111	11111111	1 111 11 111_111_
1 111 1_1 111111 1	1 111 1 1 1 1 111_111 1 1	1 111 1 1 1 1 111_111 1 1	1 111 1 1 111_111 1 1
1 111 11 111111	1 111 111 111_111 1 1 111_111	1 111 11 111_111 11	1111111111111
111 111 1 1 1 111 111 111 111 111 1 1 1	1 111 1 1 111_111 1 1 111_111 1 1 1	1 111 11 111111 1111111_1_11_	1 111 11 111111 1111111

- The number of iterations given to your program will be less than 5.
- The output will consist of 32 rows and 63 columns, and will be composed of **ones (1)** and **underscores (_)** as in the triangles above.
- Solutions using iterations will not be graded for ALL questions.
- You have to solve the problems by using RECURSION.
- It should be noted that <u>selected parts</u> will be graded in your homework.

SUBMISSION INSTRUCTIONS:

Please zip and submit your files using filename YourNumber_HW3.zip (ex: 150120123_HW3.zip) to http://ues.marmara.edu.tr. Your zip file should contain the following files:

- 1) C source code for Q1 (Pro3_1_150120123.c)
- 2) C source code for Q2 (Pro3_2_150120123.c)
- **3)** C source code for Q3 (Pro3_3_150120123.c)

Your program must include necessary comments with your own words to explain your actions!

NOTES:

- 1) Write a comment at the beginning of each program to explain the purpose of the program.
- 2) Write your name and student ID as a comment.
- 3) Include necessary comments to explain your actions.
- 4) Select meaningful names for your variables and class names.
- 5) You are allowed to use the materials that you have learned in lectures & labs.
- **6)** Do not use things that you have not learned in the course.
- **7) Program submissions** should be done through ues.marmara.edu.tr. Do not send program submissions through e-mail. E-mail attachments will not be accepted as valid submissions.
- 8) You are responsible for making sure you are turning in the right file, and that it is not corrupted in anyway. We will not allow resubmissions if you turn in the wrong file, even if you can prove that you have not modified the file after the deadline.
- 9) In case of any form of copying and cheating on solutions, you will get FF grade from the course! You should submit your own work. In case of any forms of cheating or copying, both giver and receiver are equally culpable and suffer equal penalties. All types of plagiarism will result in FF grade from the course.
- **10)** No late submission will be accepted.