```
1 #include <iostream>
2 #include <string.h>
3 #include <vector>
4 #include <sstream>
5 #include <iterator>
6 #include <algorithm>
7 #include "A9.h"
8
9
11 // Assignment 9.1
13
14 // Consider the separate case when the vector contains
15 // only 1 element to avoid printing an empty space at
16 // at the end (which caused a fail in the automatic
17 // testing used in the course).
18
19 void reverse(std::vector<int> & v) {
20
      if (v.empty())
21
         return;
22
      else if (v.size() == 1) {
23
         std::cout << v.back();</pre>
24
         v.pop_back();
25
         return;
      }
26
      else {
27
28
         std::cout << v.back() << " ";</pre>
29
         v.pop_back();
         reverse(v);
30
31
      }
32 }
33
34
35
37 // Assignment 9.2
  39
40
  void fib(unsigned N, std::vector<int> & F) {
41
      if (N == 2)
42
         F.push_back(1);
43
      else {
         fib(N - 1 , F);
44
45
         F.push_back(F[N - 1] + F[N - 2]);
46
      }
47
  }
48
49
50
51
52
53
54
55
56
57
```

58

```
59
61 // Assignment 9.3
64 // PROBLEM: It scans linearly through the entire vector.
65 // With recursion there's really no way out of just going through
66 // the vector element by element, but the ideal would be to stop in
67 // the middle... With iterators that's not easy...
68 // For this task iterators are probably not the best option but I'm
69 // leaving this to show the reverse iterators and how to simplify a
70 // long declaration with 'using'.
71
72 // It is not necessary to have these here because they're
73 // in the header file already, but for clarity I repeat them
74
75 using IT = std::vector<int>::iterator;
76 using RIT = std::vector<int>::reverse_iterator;
77
78 bool palindrome(const std::vector<int> & V, IT it, RIT rit) {
79
       if (it != V.end() && rit != V.rend())
80
          if (*it == *rit)
81
             palindrome(V , ++it , ++rit);
82
          else
83
             return false;
84
       return true;
85 }
86
87
88
89
91 // Assignment 9.4
93
   using SIT = std::string::iterator;
94
95
96
   unsigned lev(SIT b1, SIT e1, SIT b2, SIT e2) {
97
       std::vector<unsigned> d{ 0 , 0 , 0 };
98
99
       if (e1 - b1 == 0)
          return (unsigned)(e2 - b2);
100
       else if (e2 - b2 == 0)
101
102
          return (unsigned)(e1 - b1);
103
       else {
104
          d[0] = lev(b1 + 1, e1, b2, e2) + 1;
105
          d[1] = lev(b1, e1, b2 + 1, e2) + 1;
106
          d[2] = lev(b1 + 1, e1, b2 + 1, e2) + (((*b1) == (*b2))?0:1);
107
          return *min_element(d.begin() , d.end());
108
109
       }
110 }
```