

Expand the following function, 'loop', to call 'cb', which is a function, 'count' times, where 'count' is an integer. This must be done using recursion, and with no loops.

```
let loop = (count, cb) => {}
```

```
let loop = (count, cb) => {  
  if (count !== 0) {  
    cb();  
    count--;  
    loop(count, cb);  
  }  
}
```

Function Size $\rightarrow O(n)$ where 'C' is the complexity of the callback, and 'n' is the number of 'count's. Applies to Memory Used and Time to complete the function.

#1 

Phelan

DAVID
LINDAHL

PROBLEM: WRITE
FUNCTION CALLED
LOOP, THAT TAKES
COUNT & CALLBACK

- RECURSIVE: CALLS
ITSELF
- ~~CALLS~~ CALLBACK
AS MANY TIMES AS
COUNT

EXAMPLES:

loop equals a function
runs

loop(5, console.log('dog'))
↓
= 5

PSEUDO CODE

let loop(counter, callback) => {

X for number of counter
 call the callback

if counter > 0
 call callback @ counter times

loop function takes counter & callback
 if counter > 0
 run callback

REAL CODE

let loop(counter, callback) = {

if (counter > 0) {

callback();

counter --;

}
 loop();

}

TEST

loop(5, console.log('dog'));
↳ 5x dog

loop(0, console.log('dog'));
↳ undefn.

Catherine Looper

Problem Domain

- create a recursive function called loop that accepts a count and a callback as its parameters

• let loop = (count, callback) => {
}

Example: loop(2, callback)
loop(2, console.log('Cat'));
'Cat'
'Cat'

Pseudocode

call the callback function if
count still above 0

loop(3, console.log('Cat'));
if

callback function() => {
return count - 1
}

* Problem Domain:

- a function that accepts only one function as its parameter.
- The function passed in can only execute once (regardless of how many times it's called)

Code:

```
let loop = (count, callback) => {  
  if (count > 0) {  
    callback();  
    return loop(count - 1,  
                  callback)  
  }  
};
```

}



OE();

```
let acceptFunction = (oneExecution) => {  
  let count = 1;  
  let once = oneExecution = () => {  
    count --; ✓  
  }  
}
```

```
  if (count === 0) ✓  
  {  
    once = null;  
  }  
  return once; ✓  
}
```

Jeff Kusowski

input count = integer
cb = any call back

output = call back is called <count>
number of times

Assume count is integer > 0
no return

Recursive function of form
let loop = (count, cb) => {

Examples

Count	cb	Output
2	console.log('hello')	hello hello
4	count-1	4, 3, 2, 1

ps: end code

loop starts
- callback
- count--
if count
loop(count, cb)

Code

```
let loop = (count, cb) => {  
  if (count > 0) {  
    cb();  
    count--;  
    return loop(count, cb);  
  }  
}
```

```
let once = (cb) => {  
  let oneTime = (cb) => {  
    cb();  
    oneTime = null;  
  }  
  return oneTime;  
}
```

function 'once' returns
the function passed in.
That function will only
execute once.

example once()

```
once (function)  
let oneTime = (function)  
  
return ()
```

Andrew

define a function loop which takes a count and a callback as parameters and recursively loops the callback count # of times.

e.g. `loop(3, () => console.log('hello'))`

Should return

```
// hello
// hello
// hello
```

define function
perform input validation
run callback
recursively call loop
with (count-1) and
callback as parameter,
If count > 0

```
const loop = (count, callback) => {
  // input validation here
  if (count > 0) {
    callback();
    return loop(count-1, callback);
  }
};
```

create a function that takes another function as input and returns another function. The outer function can only be run once

`fun (foo) =` returns newfoo

`newfoo () =` runs

`newfoo () =` doesn't run

define function
input validation
return function
with new property,
count = 1,
that decrements
when that function runs.
that function can only
run if count > 0

```
const once = func => {
  let newfunc = {};
  newfunc.counter = 1;
  newfunc = () => {
    if (newfunc.counter > 0) {
      newfunc.counter--;
      func();
    }
  };
  return newfunc;
};
```

Example:
`let impl = once(somefunc)`
`impl() // run somefunc`
`impl() // do nothing`

Jacob Evans

Self-made Higher Order function
recursive loop counting

Big O(n)
n of Count

```
const Looper = (ctr, callback) {  
  let ctr;  
  (ctr !== 0) ? ctr-- : null;  
  callback(ctr, Looper);  
};
```

$func' = (func^2 = (arg, callback)) \Rightarrow \text{Returns New function } ()$

↑
callback

Cameron

1) `const loop = (count, callback) => {`
 `if (count <= 0) {`
 `return;`
 `}`
 `callback(); O(1)`
 `return (count - 1, callback);`
`}`

`const exampleCB = () => {`
 `console.log('Hello');`
`}`

Big O:

Space: Recursive solution will use $O(n)$ on callstack memory where n is equal to count

Time: $O(n)$ where n is equal to count

let $x = \text{once}(\text{console.log});$

$x();$ ✓

$x();$

$x();$

2) `const once = someFunction => {`
 `let hasBeenCalled = false;`
 `if (!hasBeenCalled) {`
 `hasBeenCalled = true;`
 `return someFunction;`
 `}`
 `return;`
`}`

Big O:

Space: $O(1)$ constant (for examples)

Time: $O(1)$ constant

But it depends on the carrier functions operations...

Kerry Nordstrom 12/8/17

Restate: Create a function that takes as parameters a count and a callback, then runs as long as the count is.

Example/Pseudo: $f(5, cb) = \text{count is } 2, \text{ function is looped } 5 \text{ times}$

Declare function that takes in count & callback

Determine if count is above zero

Instantiate callback that contains...

```
Code: let loop = (count, callback) => {  
  if (count < 0) {  
    return;  
    callback();  
    loop(count - 1, callback);  
  };  
};
```


① Problem: write a function that takes in a function as its only argument and returns a new function that can be called infinitely many times, but will only execute the first time.

② Example:
`const yum = () => {
 console.log('first')
};`

`let onlyOnce = once(yum);`

`onlyOnce(); // 'first'`

`onlyOnce(); //`

`onlyOnce(); //`

③ PSUDO:

Use currying & closure!

1) Double arrow

2)

4) `const onlyOnce = (cb) => {`

`let first = true;`

`const go = cb => {`

`if (first) {`

`cb();`

`first = false;`

`}
 return go;`



};

Q: Write a recursive function called loop

EX: count to 10.

num = 10

count = 0

ADD 1 to (count) if (count) < (num);

++1 to (count)

if (count) == (num)

return (count);

CONST COUNT (LOOP) => {

Var CB = 10

Var count = 0

LET loop = (count, CB) = {

IF (count < CB; ++count)

} ELSE {

RETURN (count);

};

Fredric

Seth Donohue

①

let count = 5;

```
const loop = function(count, callback) {  
  count --;  
  if (count >= 0) {  
    callback();  
    loop(count, callback);  
  }  
};
```

②

```
const once = function (functionOne) {  
  let ran = true;  
  return functionTwo(x);  
  if (x = ran) break;  
};
```

loop = (count, callback) => {

example
pseudo

loop(count, callback) {

count --;

if (count > 0) {

callback();

loop(count, callback);

} else {

loop complete

}

function loop(count, callback) {

if (count > 0) {

count --;

callback();

loop(count, callback);

} else {

console.log('loop complete')

}

①

let x = Once (1) {

() => { let on = true
if (on) {

console.log('this')
on = false
}

x(log 'this')

x(log 'this') doing

count
def

Matthew
LeBlanc

12/8/17

return

use(fn) {

G.Nicholas Carynham

Let Loop = (x, cb) {

Loop.Count = 0

return cb(x);

}

ct = 5

cb(x) => { Loop.Count++;
if (Loop.Count == 5) {

return x

cb(x);

}

returns 5

const infini = (cb) => {
 infini.Count = 0;
 if (infini.Count == 0) {
 infini.Count++;
 return cb();
 }
 return new Error('...')
};

cbz(x) => {
 console.log(infini.x)
 cb(x)
}

Anthony

```
let function = (infunction) => {
```

```
  infunction(value) => { let loop = (count, callback) => {
```

```
    let count = count  
    if (count < 1) {  
      return count
```

```
    } else {
```

```
      loop(count - 1, callback)
```

```
    }
```

```
  } loop(2, callback)
```

1)

I want to run the callback as many times the value of count is.

I want to subtract 1 from count

count.value

2)

a function that takes in another function as it's argument. the outer function must end after it runs once.

1. PROBLEM define f-m loop (count, cb) that calls cb recur. count times

2. Sample code

loop (2, cb) ^{count} → console.log('running cb 1 time')
console.log('running cb 2 time')

3. REWIND

declare loop = (count, logger) => {
 ^{from}
 assign count to var.
 check if count is a number
 if count till hitting condition
 OR count
 run callback
 call loop ()

loop (2, cb)
let count;
if (count-1 !== 0)
 logger (console.log)
loop ()
loop (1, cb)

4. CODE

LET loop = (count, logger) => {
 let count;
 let newCount = count-1;
 if (newCount !== 0) {
 let logger = () => {
 console.log('calling cb f-on');
 }
 }
 loop (newCount, logger);

Pedja

Shannon

```
let loop = (count, callback) => {  
  let n = count;  
  if (n > 0) {  
    loop(n-1, callback);  
    callback();  
  };  
};
```

i.e. loop(s, () => console.log('hi'))

1) $n=5$
loop(4, log('hi'))

'hi'
'hi'

2) $n=4$
loop(3, log('hi'))

'hi'

3) $n=3$
loop(2, log('hi'))

'hi'

4) $n=2$
loop(1, log('hi'))

'hi'

5) $n=1$
loop(0, log('hi'))

6) $n=0$ - break