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What is recursive function? (Ans : Java)

A recursive function is a function that calls itself directly OR indirectly till it reaches the base condition.

As we know methods are executed in a special memory area Stack Memory area using LIFO principle. If we want to call a function again then we have to create another stack frame for which is runtime error.

Stack Frame for the factorial method
Stack Memory

The program which throws StackOverflowError due to recursive call.

public class FactorialProgram
{
    public static int getFactorial(int num) //num = 5 4 3 2 1
    {
        //Recursive call
        return num * getFactorial(num - 1); //5 * 4 * 3 * 2 * 1
    }
}

package com.vtiger;

import com.vtiger.FactorialProgram;

public class TC1
{
    public static void main(String[] args)
    {
        int number = 5;System.out.println("Factorial of "+number+" is "+getFactorial(number));
    }
}

//To run the code we need to pass the Base condition.
package com.vtiger;
public class FactorialProgram
{
    public static int getFactorial(int num)
    {
        //Recursive call
        if(num == 1) //base condition
        {
            System.out.println("Factorial of "+num+" is "+num);
            return 1;
        }
        else
        {
            //To run the code we need to pass the Base condition.
            return num * getFactorial(num - 1); //5 * 4 * 3 * 2 * 1
        }
    }
}

package com.vtiger;
import com.vtiger.FactorialProgram;

public class TC1
{
    public static void main(String[] args)
    {
        int number = Integer.parseInt(System.console().readLine("Enter a number :"));
        System.out.println("Factorial of "+number+" is "+getFactorial(number));
    }
}

//Find the reverse of a number using concatenation (String return type)
package com.vtiger;
public class ReverseConcatenation
{
    public static String getReverseOfNumber(int num) //123
    {
        String reverse = "";//123
        while(num != 0)
        {
            int digit = num % 10; //digit = 1
            num = num / 10; //num = 12
            reverse = digit + reverse; //reverse = 12
            num = num / 10; //num = 0
        }
        return reverse;
    }
}

package com.vtiger;
import com.vtiger.ReverseConcatenation;
class TC1
{
    public static void main(String[] args)
    {
        int number = Integer.parseInt(System.console().readLine("Enter a number :"));
        System.out.println("Reverse of "+number+" is "+ReverseConcatenation.getReverseOfNumber(number));
    }
}

//Find the reverse of a number without String (without concatenation)
package com.vtiger;
public class ReverseNumber
{
    public static int getReverseOfNumber(int num)
    {
        int reverse = 0;
        while(num != 0)
        {
            int digit = num % 10; //digit = 1
            num = num / 10; //num = 12
            reverse = reverse * 10 + digit; //reverse = 10 + digit
            num = num / 10; //num = 0
        }
        return reverse;
    }
}

package com.vtiger;
import com.vtiger.ReverseNumber;
class TC1
{
    public static void main(String[] args)
    {
        int number = Integer.parseInt(System.console().readLine("Enter a number :"));
        System.out.println("Reverse of "+number+" is "+ReverseNumber.getReverseOfNumber(number));
    }
}

Method return type as a String with Data Validation:
package com.vtiger;
public class Circle
{
    public static void main(String[] args)
    {
        int radius = Integer.parseInt(System.console().readLine("Enter the radius :"));
        String areaOfCircle = Circle.getAreaOfCircle(radius);
        System.out.println(areaOfCircle);
    }
}

public class Circle
{
    public static String getAreaOfCircle(double radius)
    {
        //Data validation
        if(radius <= 0)
        {
            System.out.println("Error : radius cannot be zero OR negative");
            System.exit(0); //that exit the program
        }
        final double PI = 3.14;
        double area = PI * radius * radius;
        return "Area of circle is "+area;
    }
}

package com.vtiger;
import com.vtiger.Circle;
class TC1
{
    public static void main(String[] args)
    {
        int radius = Integer.parseInt(System.console().readLine("Enter the radius :"));
        String areaOfCircle = Circle.getAreaOfCircle(radius);
        System.out.println(areaOfCircle);
    }
}

Method return type as a Wrong:
If method return type is String we can't compare multiple values of different types in one line. So we can't use the program below.

package com.vtiger;
public class Circle
{
    public static String getPerimeterOfCircle(double radius)
    {
        //Data validation
        if(radius <= 0)
        {
            System.out.println("Error : radius cannot be zero OR negative");
            System.exit(0); //that exit the program
        }
        final double PI = 3.14;
        double perimeter = 2 * PI * radius;
        return "Perimeter of circle is "+perimeter;
    }
}

package com.vtiger;
import com.vtiger.Circle;
class TC1
{
    public static void main(String[] args)
    {
        int radius = Integer.parseInt(System.console().readLine("Enter the radius :"));
        String areaOfCircle = Circle.getAreaOfCircle(radius);
        String perimeterOfCircle = Circle.getPerimeterOfCircle(radius);
        System.out.println("Radius is "+radius+", Area is "+areaOfCircle+", Perimeter is "+perimeterOfCircle);
    }
}

//Check if number is Palindrome or not.
A number is a palindrome if it reads same forward and backward.

package com.vtiger;
public class FindingPalindrome
{
    public static boolean isPalindrome(int num) //123
    {
        int temp = num; //temp = 123
        int reverse = 0; //reverse = 0
        while(temp != 0)
        {
            int digit = temp % 10; //digit = 3
            temp = temp / 10; //temp = 12
            reverse = reverse * 10 + digit; //reverse = 123
            temp = temp / 10; //temp = 0
        }
        return temp == reverse;
    }
}

package com.vtiger;
import com.vtiger.FindingPalindrome;
class TC1
{
    public static void main(String[] args)
    {
        int number = Integer.parseInt(System.console().readLine("Enter a number :"));
        System.out.println(FindingPalindrome.isPalindrome(number));
        if(FindingPalindrome.isPalindrome(number))
        {
            System.out.println("Entered number is a palindrome");
        }
        else
        {
            System.out.println("Entered number is not a palindrome");
        }
    }
}

```