#### 1

# Assignment-1

## Mohammed Sadiq - EE18BTECH11051

### Github repository

https://github.com/Sadiq0123/C-and-DS/tree/main/Assignment-1

#### 1 Problem

#### Consider the following C program:

```
#include <stdio.h>

int counter = 0;
int calc (int a, int b) {
   int c;

   counter++;
   if (b==3) return (a*a*a);
   else {
      c = calc(a, b/3);
      return (c*c*c);
   }
}

int main (){
   calc(4, 81);
   printf ("%d", counter);
}
```

The output of this program is \_.

#### 2 Solution

#### Answer: 4.

The variable counter is a global variable with initial value set to 0, and is incremented by 1 everytime the function calc is called.

The function calc returns  $a^b$  only if b is a power of 3; else the function returns nothing. The code behaves this way because eventually the function calls calc(a, b/3) where b < 3, which leads to an infinite recursive call of calc(a, 0). So, the stack overflow causes Segmentation Fault

error during runtime.

If b is valid, then calc recursively calls itself for b/3. So, the total number of times counter is incremented is  $\log_3(b)$  times. The following table shows the value of counter at every step.

calc(a, b)	counter
calc(4, 81)	1
calc(4, 27)	2
calc(4, 9)	3
calc(4, 3)	4

As  $log_3(81) = 4$ , the output of the code would be equal to 4.