

has recursive code internally iterative hi chalta hai

ruler pattern

```
void pat(int n)
{
    if (n == 0) return;
    pat(n-1);
    for (int i = 1; i <= n; i++) SOP("-");
    SOPln();
    pat(n-1);
}
```

English ruler

```
void er (int major, int len)
{
    for (int i = 0; i < len; i++)
    {
        for (int cnt = 1; cnt <= major; cnt++) SOP("-");
        SOPln(i);
        pat(major-1);
    }
    for (int cnt = 1; cnt <= major; cnt++) SOP("-");
    SOPln(len);
}
```

Array Recursion

```
BP: (0, arr)      SP: (1, arr)

void print (arr, idx)
{
    if (idx == arr.length) return
    SOPln(arr[idx])
    print(arr, idx+1)
}
```

dry run

print(arr, 0)	10	20	30	40
	print(arr, 1)	print(arr, 2)	print(arr, 3)	print(arr, 4)

Array reverse by reverse

```

if (idx == arr.length) return
reverse(arr, idx+1)
SOPln(arr[idx]);

```

Max of array

```

max(int arr[], int idx)
{
    if (idx == arr.length - 1) return arr[idx];
    int sp = max(arr, idx+1);
    return Math.max(arr[idx], sp);
}

```

Min of array

```

min(int arr[], int idx)
{
    if (idx == arr.length - 1) return arr[idx];
    int sp = min(arr, idx+1);
    return Math.min(arr[idx], sp);
}

```

first occurrence

```

firstocc(int arr[], int idx, int key)
{
    if (idx == arr.length) return -1;
    if (arr[idx] == key) return idx;
    else return firstocc(arr, idx+1);
}

```


last occurrence

BP = (idx, key) SP = (idx+1, key)

lastocc(arr, idx, key)

{

if (idx == arr.length) return -1

int sp = lastocc(idx+1, arr, key)

if (sp == -1 && arr[idx] == key) return idx

return sp

}

a^b

BP = pow(a, b) SP = pow(a, b/2)

{

if (b == 0) return 1

int sp = pow(a, b/2)

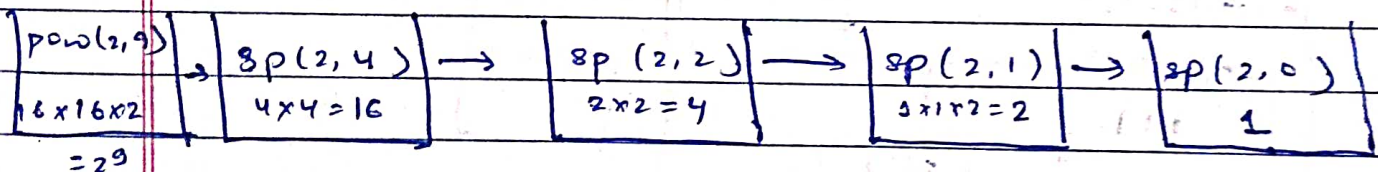
if (b % 2 == 0) return sp * sp

else

return sp * sp * a

}

dry run pow(2, 9)



factorial