

Recursion

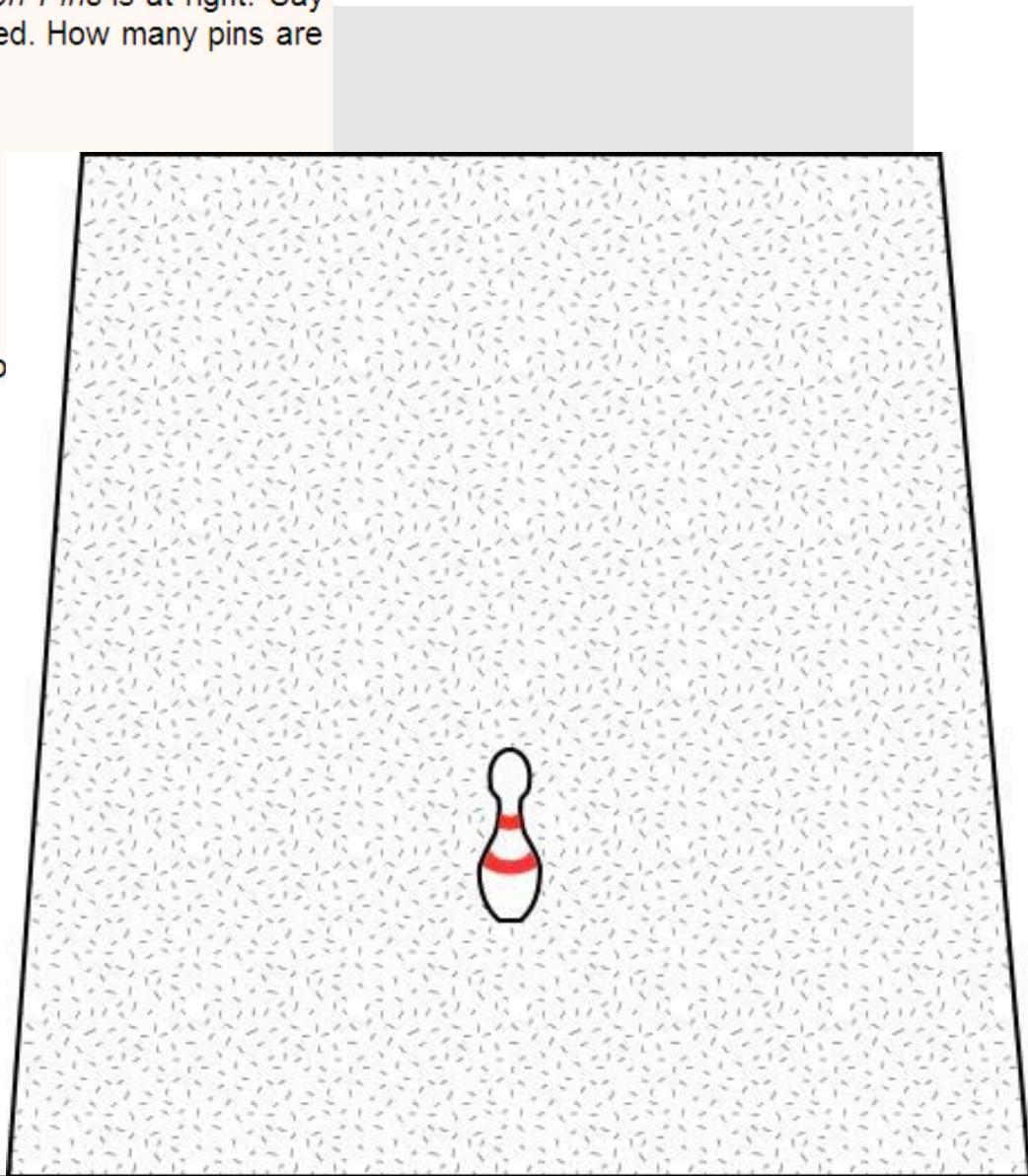
- Recursion is a way of programming or coding a problem, in which a function calls itself one or more times in its body. Usually, it is returning the return value of this function call. If a function definition fulfills the condition of recursion, we call this function a recursive function.

A recursive function has to terminate to be used in a program. A recursive function terminates, if with every recursive call the solution of the problem is downsized and moves towards a base case. A base case is a case, where the problem can be solved without further recursion. A recursion can lead to an infinite loop, if the base case is not met in the calls.

The arrangement of the pins for *Ten Pins* is at right. Say that another row of pins were added. How many pins are in that row?

- Row 1 has 1 pin.
- Row 2 has 2 pins.
- Row 3 has 3 pins.
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- Row 5 has pins.

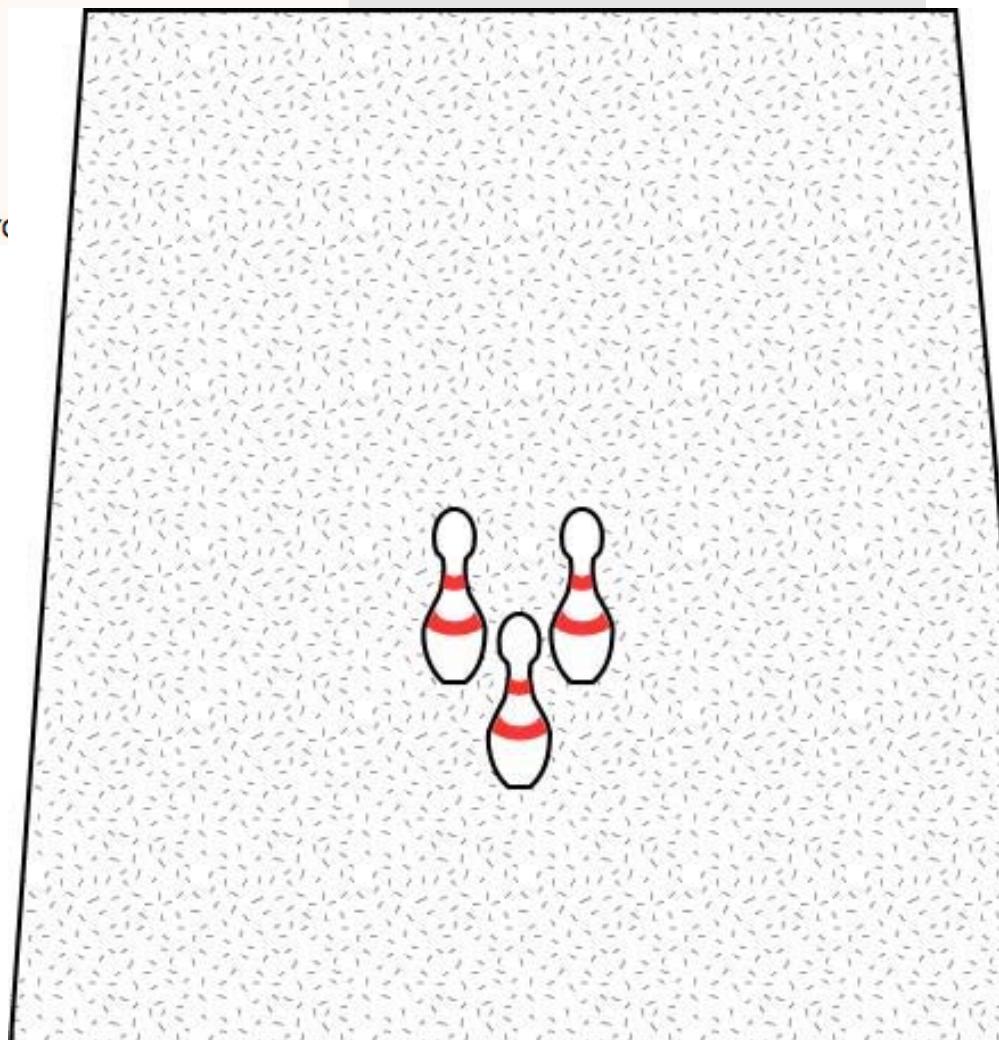
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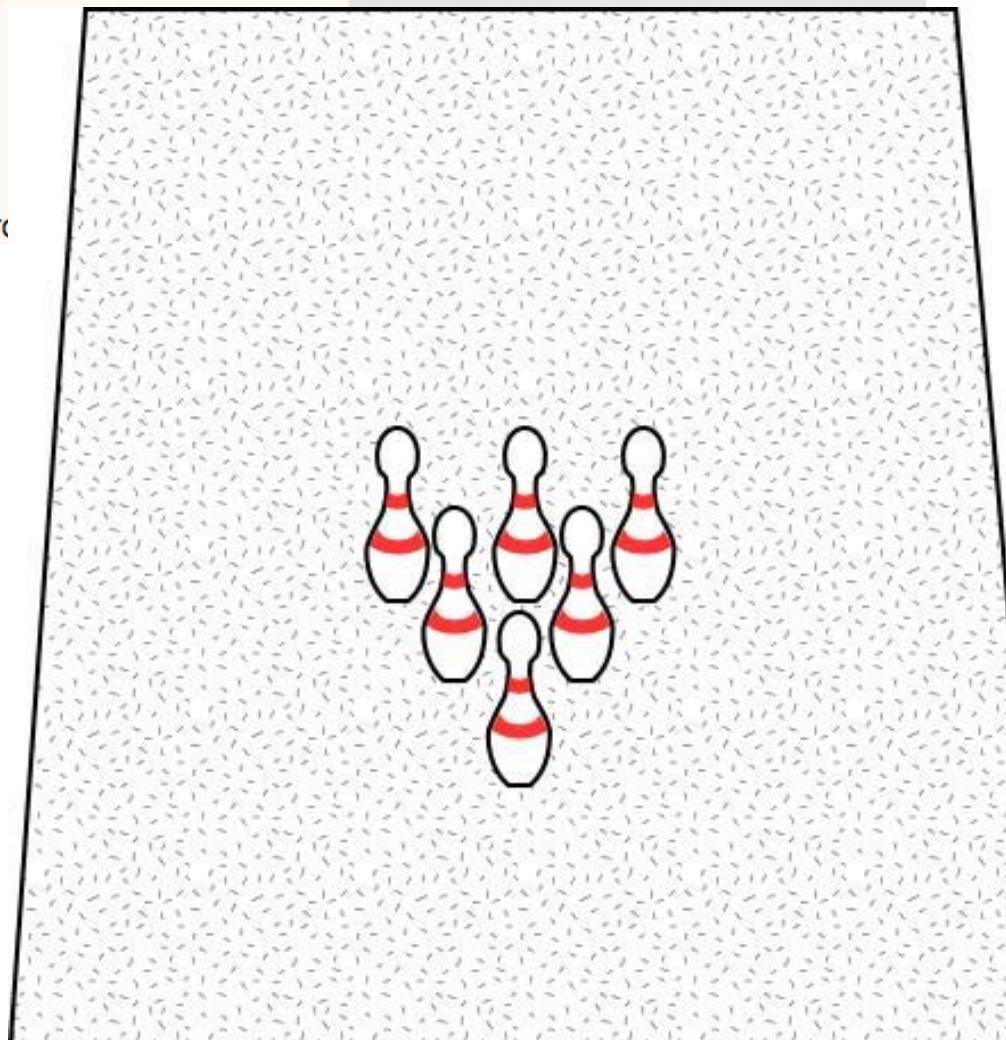
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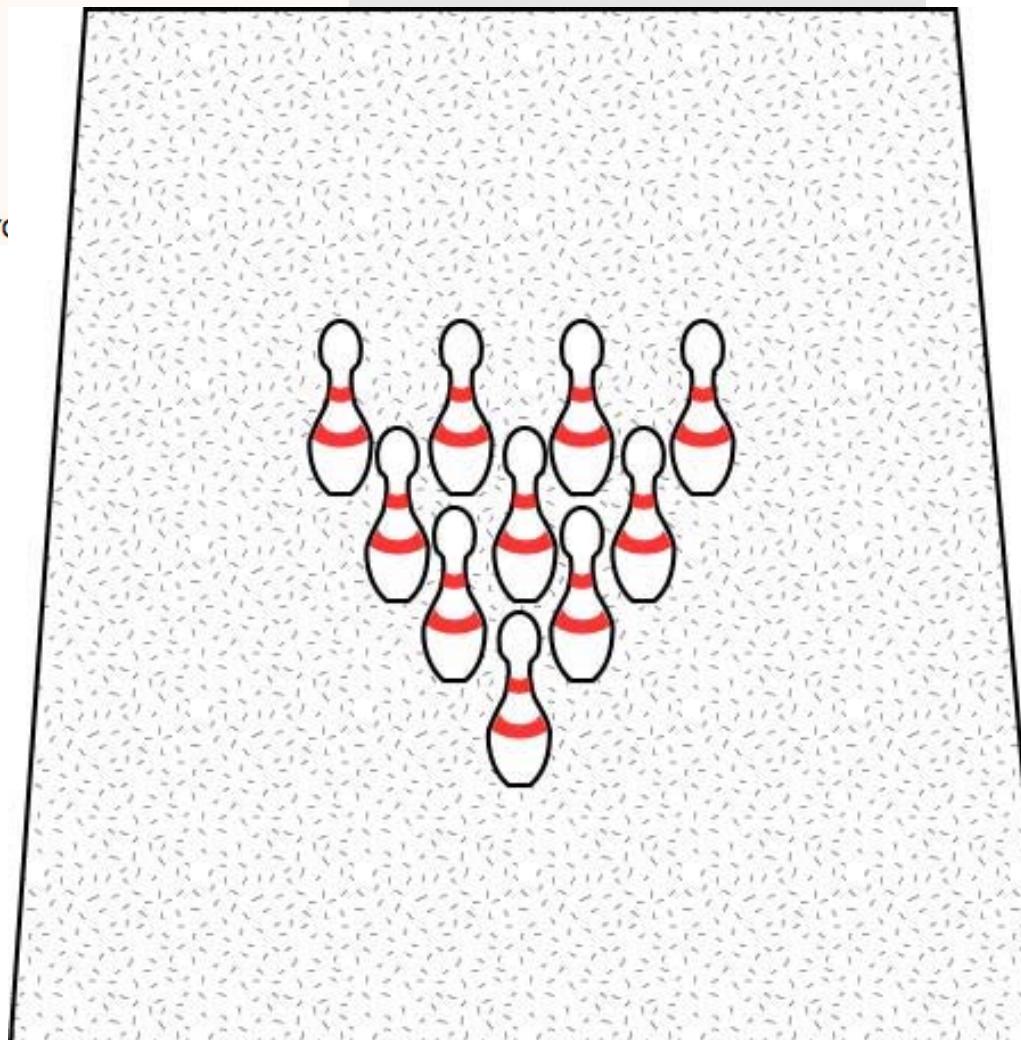
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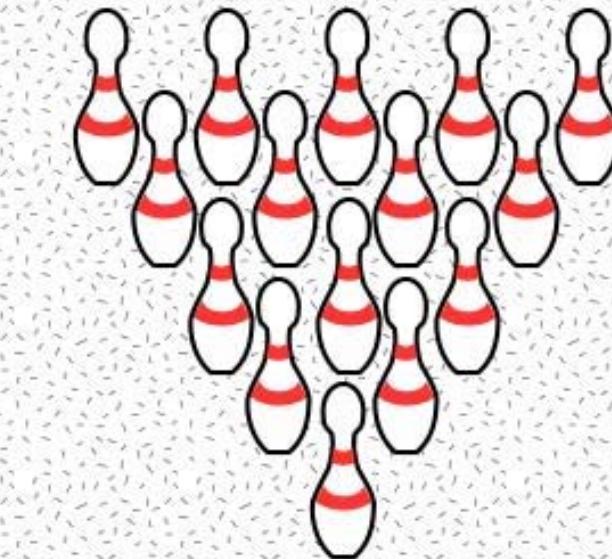
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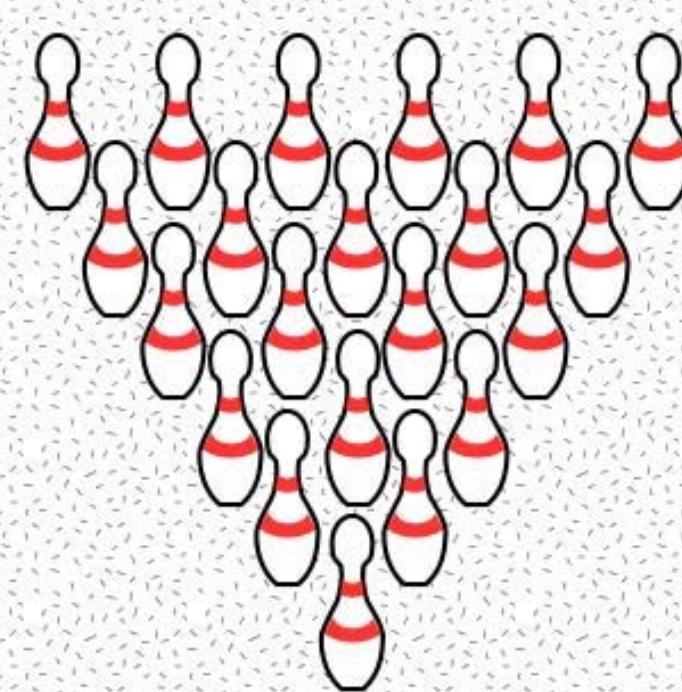
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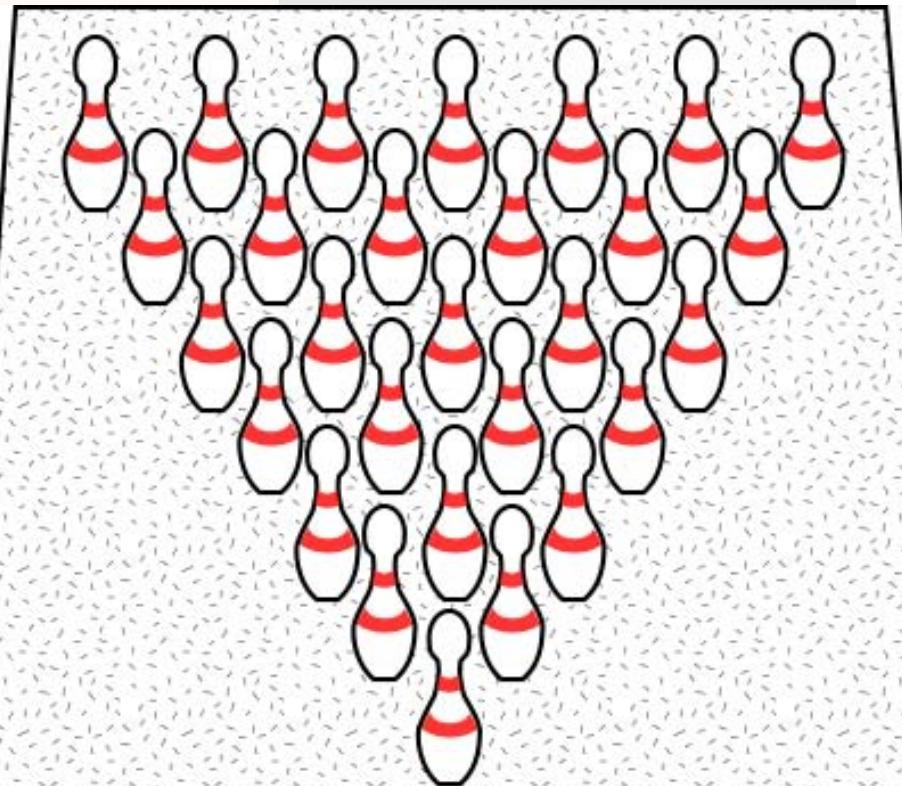
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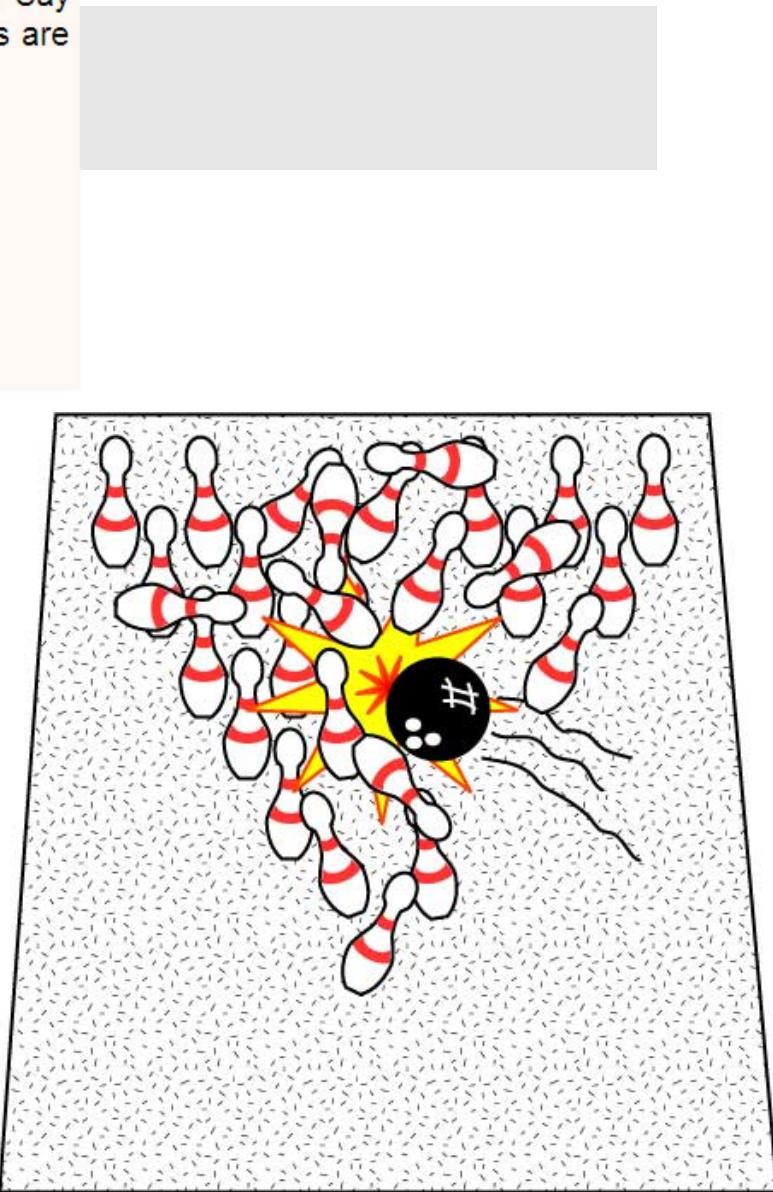
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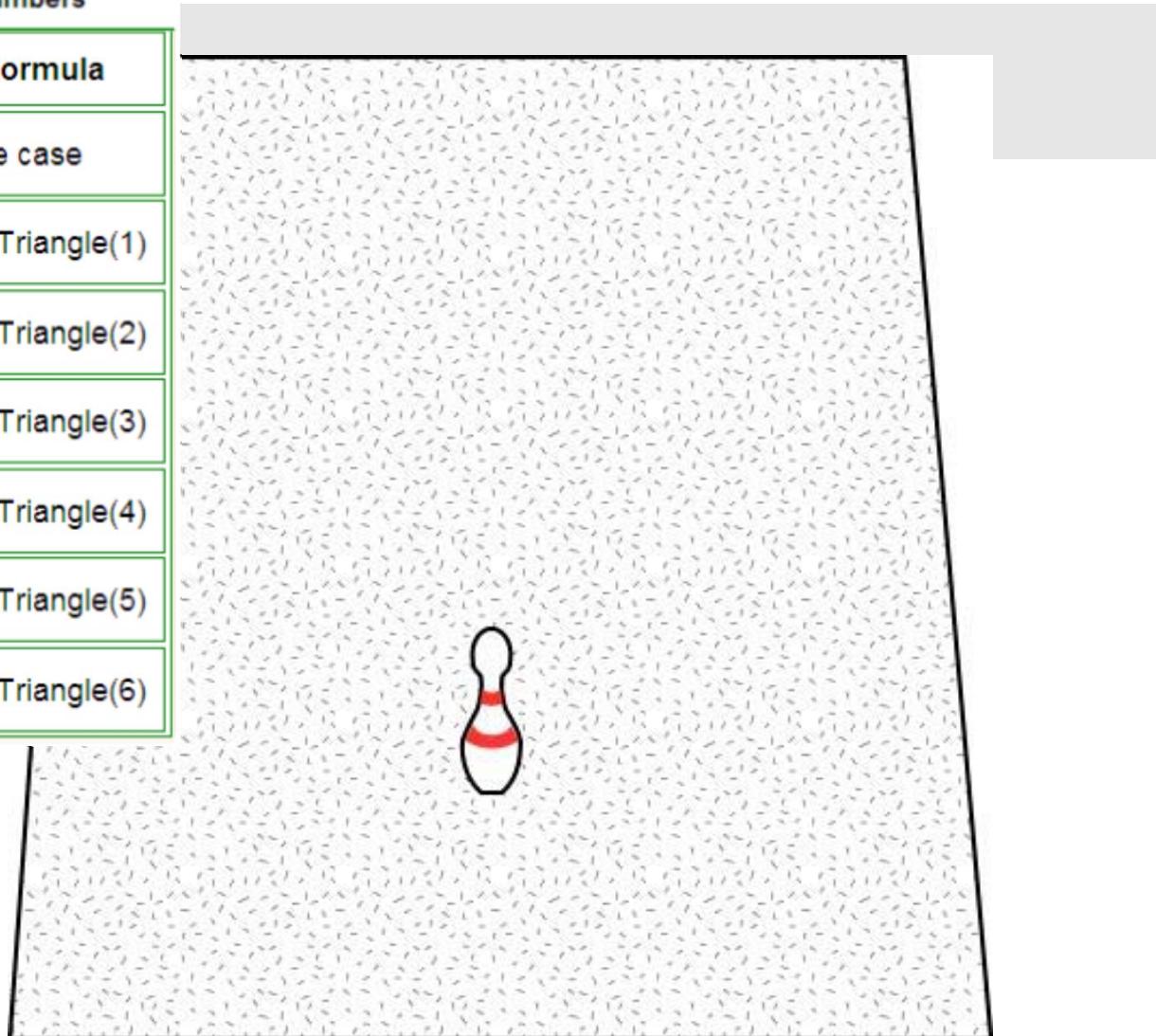
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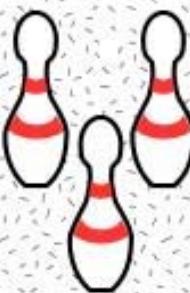
Triangle Numbers

Rows	Formula
1	base case
2	$2 + \text{Triangle}(1)$
3	$3 + \text{Triangle}(2)$
4	$4 + \text{Triangle}(3)$
5	$5 + \text{Triangle}(4)$
6	$6 + \text{Triangle}(5)$
7	$7 + \text{Triangle}(6)$



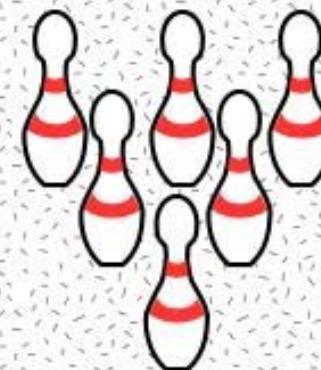
Triangle Numbers

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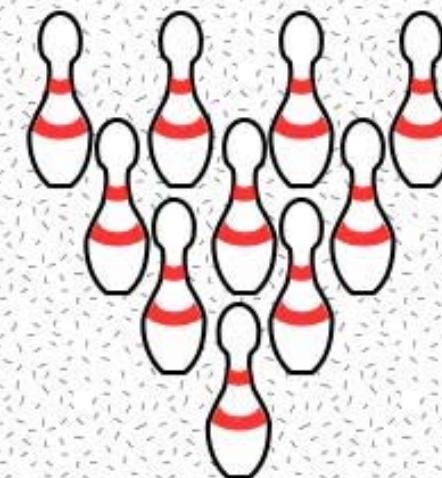
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Rows	Formula
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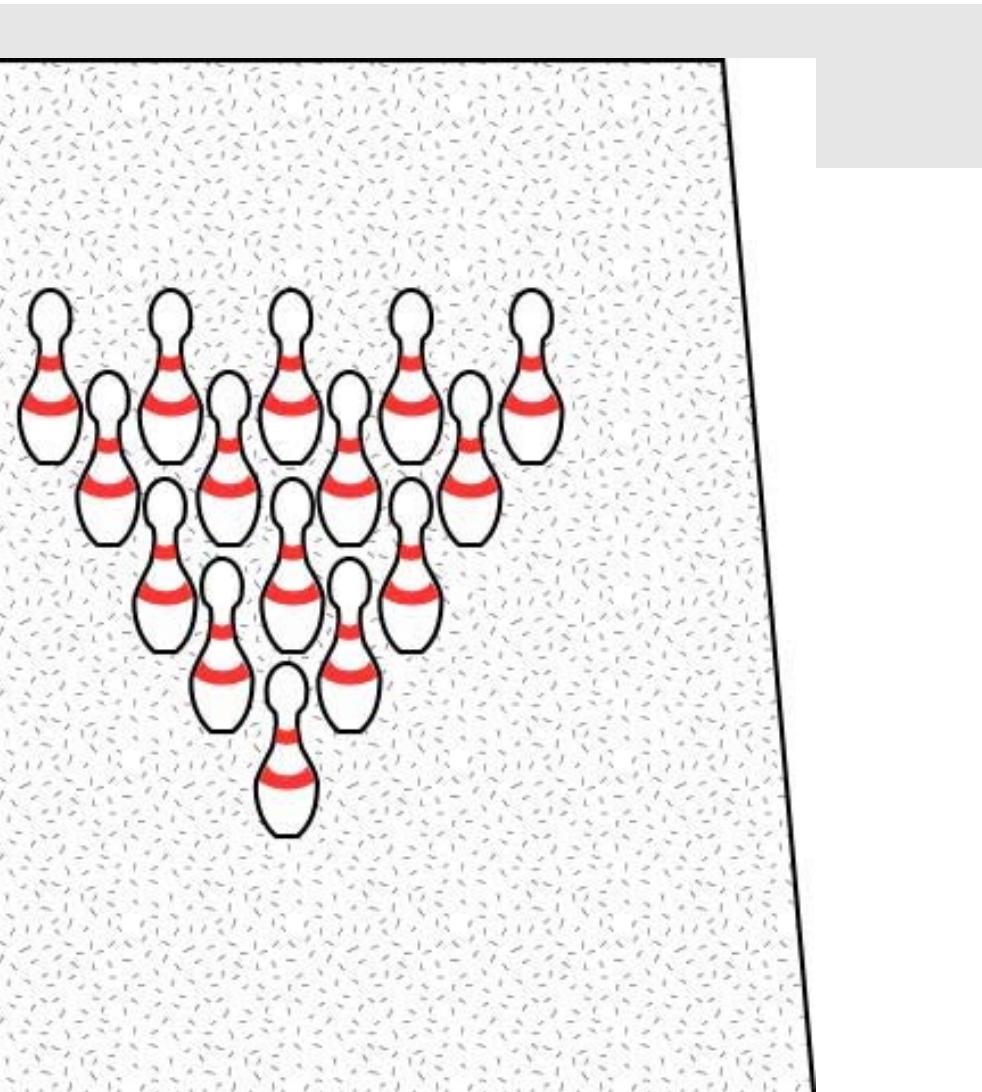
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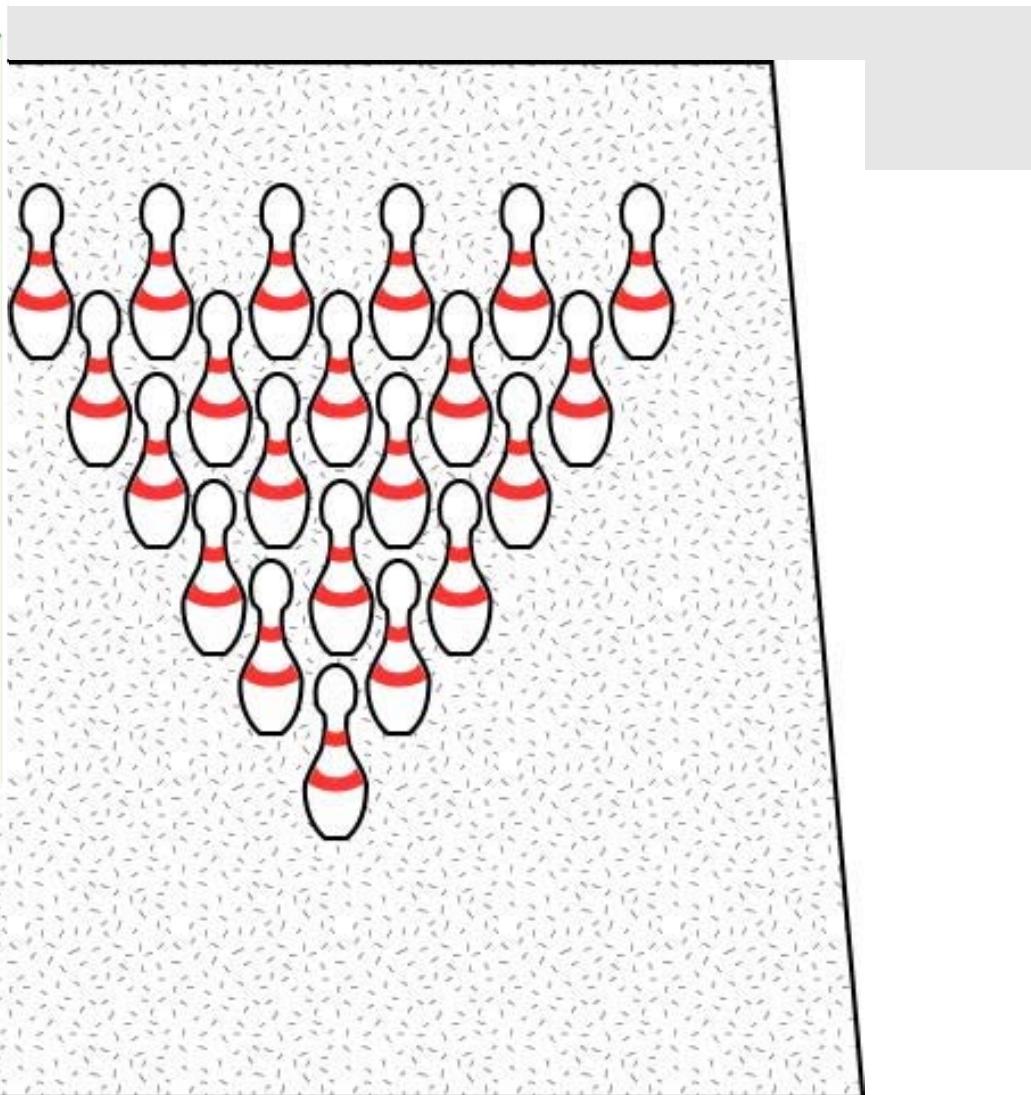
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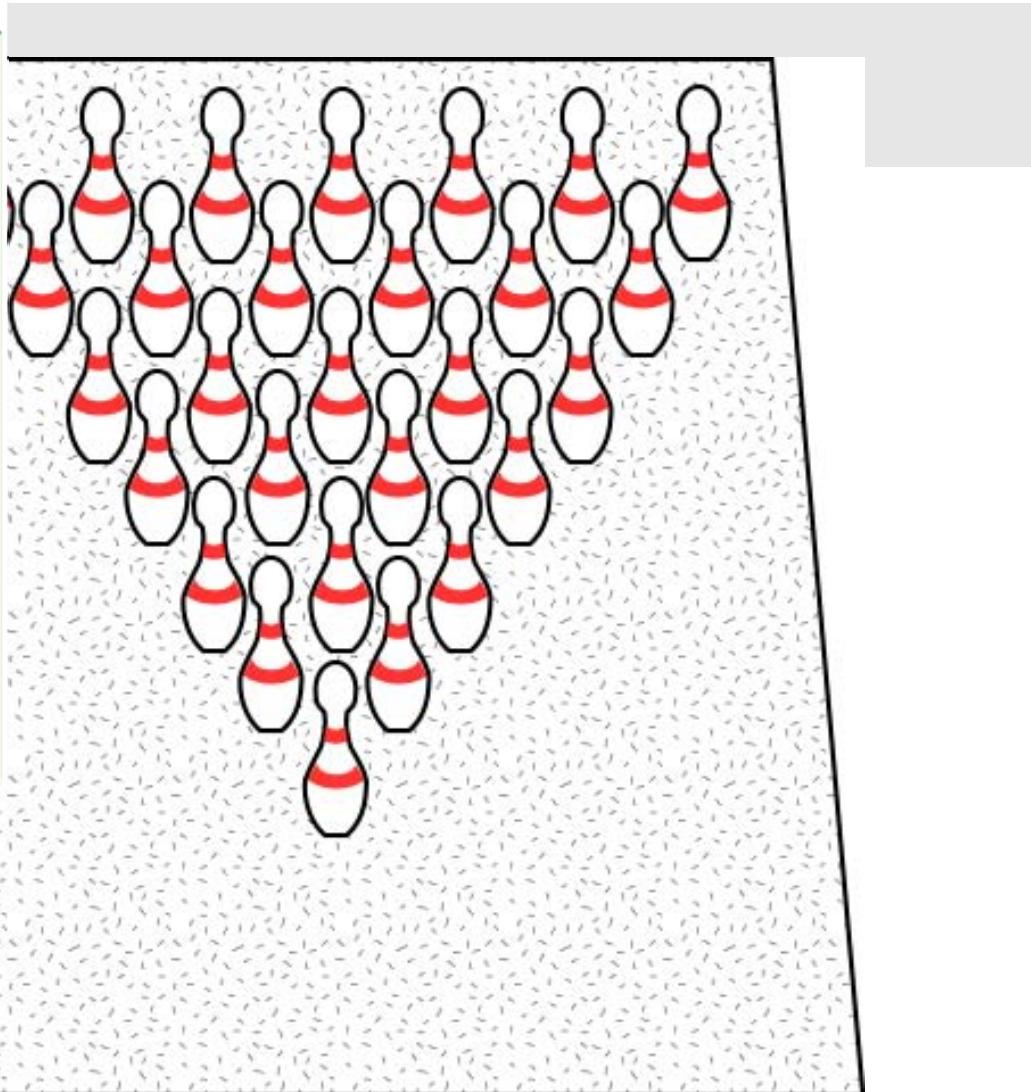
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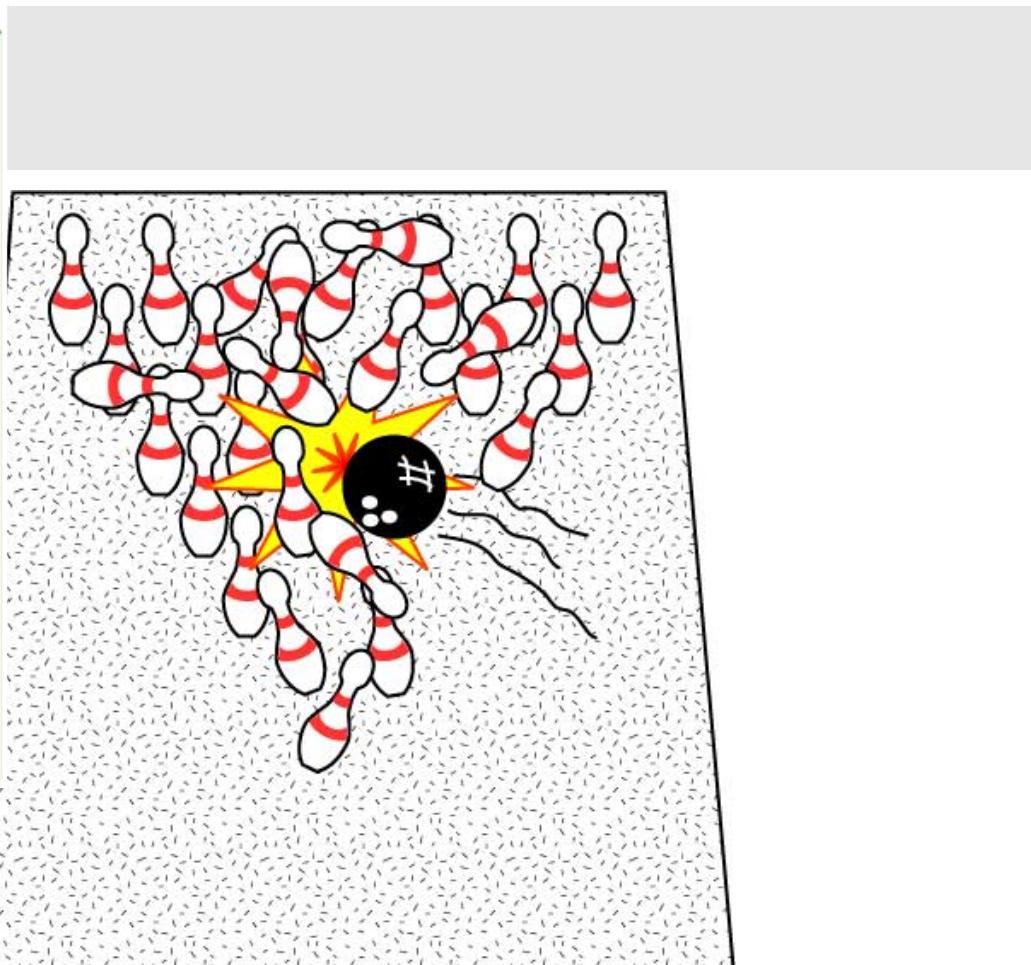
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Formula for Triangle Numbers

The table shows values of the `Triangle()` function. For example, `Triangle(4) = 10`. But it stops at seven. What is `Triangle(12)`?

We have figured out that the following is true:

$$\begin{aligned}\text{total number of pins in } N \text{ rows} &= \text{number of pins in row } N + \\ &\quad \text{total number of pins in } N-1 \text{ rows} \\ &= N + \text{total number of pins in } N-1 \text{ rows}\end{aligned}$$

This can be written as a formula:

$$\text{Triangle}(N) = N + \text{Triangle}(N - 1)$$

So the number of pins in a 12 row arrangement is $12 + \text{number of pins in } 11 \text{ rows}$.

Base Case

This keeps on going. Each round divides the problem into an integer and a problem that is smaller by one. Eventually you reach the end:

$$\text{number of pins in 12 rows} = 12 + \text{number of pins in 11 rows}$$

$$\text{number of pins in 11 rows} = 11 + \text{number of pins in 10 rows}$$

⋮

$$\text{number of pins in 3 rows} = 3 + \text{number of pins in 2 rows}$$

$$\begin{aligned}\text{number of pins in 2 rows} &= 2 + \text{number of pins in 1 row} \\ &= 2 + 1\end{aligned}$$

The *number of pins in 1 row* is called a **base case**. A base case is a problem that can be solved immediately. In this example, the number of pins in 1 row is 1.

Recursion with Triangle Numbers

Here are the two parts to recursion:

1. If the problem is easy, solve it immediately.
 - o An easy problem is a **base case**.
2. If the problem can't be solved immediately, divide it into smaller problems, then:
 - o Solve the smaller problems by applying this procedure to each of them.

And here is how this applies to triangle numbers:

1. $\text{Triangle}(1) = 1$
2. $\text{Triangle}(N) = N + \text{Triangle}(N-1)$

The problem "[Triangle\(N\)](#)" is divided into two problems: "add N to something" and "[Triangle\(N-1\)](#)". Sometimes the latter can be solved immediately (when it is the base case). Other times you need to re-apply the solution to the smaller problem.

Example

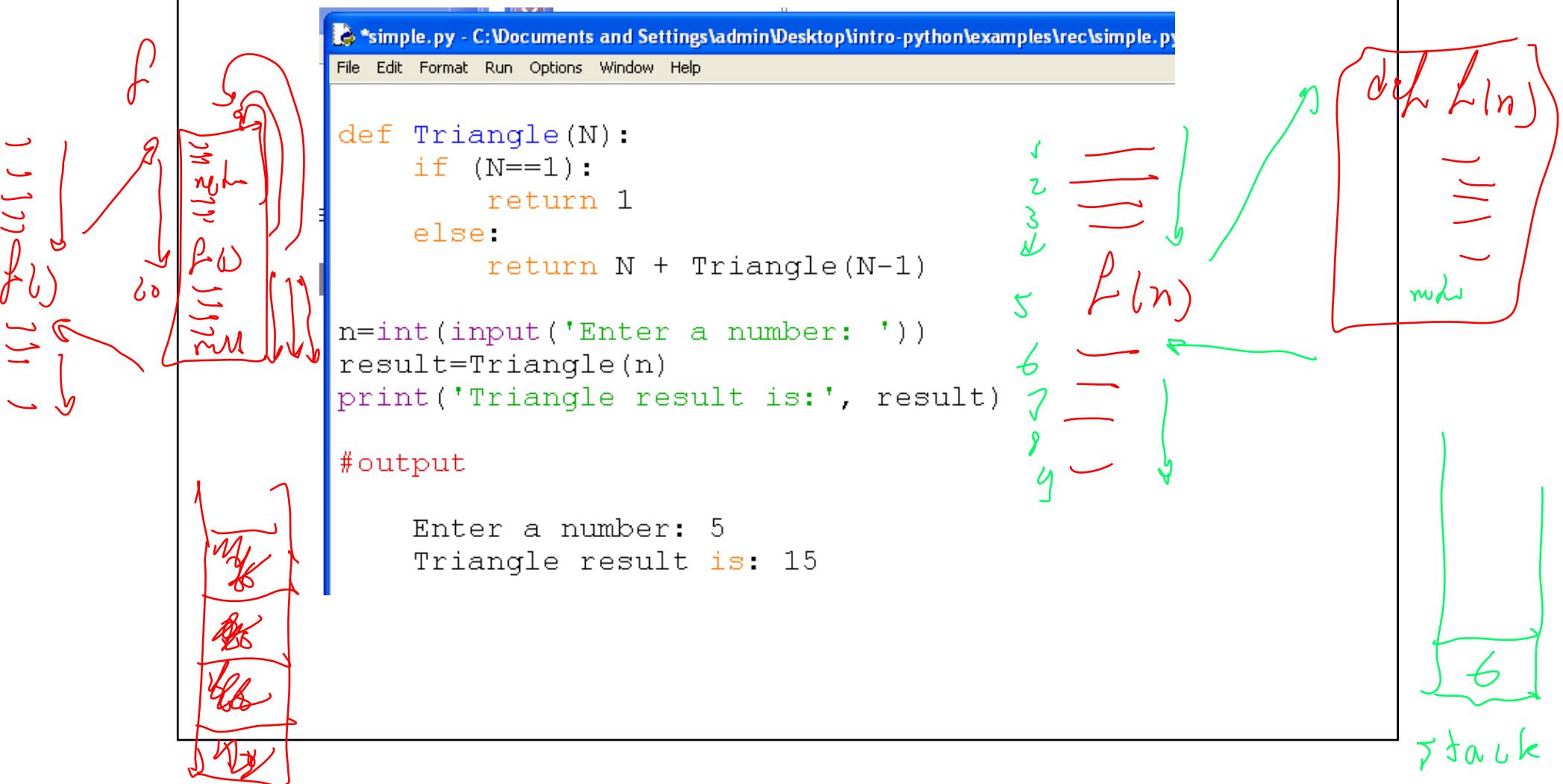
Here is our solution for triangle numbers:

1. $\text{Triangle}(1) = 1$
2. $\text{Triangle}(N) = N + \text{Triangle}(N-1)$

Here is another example, calculating $\text{Triangle}(5)$:

$$\begin{aligned}\text{Triangle}(5) &= 5 + \text{Triangle}(4) \\&= 5 + (4 + \text{Triangle}(3)) \\&= 5 + (4 + (3 + \text{Triangle}(2))) \\&= 5 + (4 + (3 + (2 + \text{Triangle}(1)))) \\&= 5 + (4 + (3 + (2 + 1))) \\&= 5 + (4 + (3 + 3)) \\&= 5 + (4 + 6) \\&= 5 + 10 \\&= 15\end{aligned}$$

Python Method

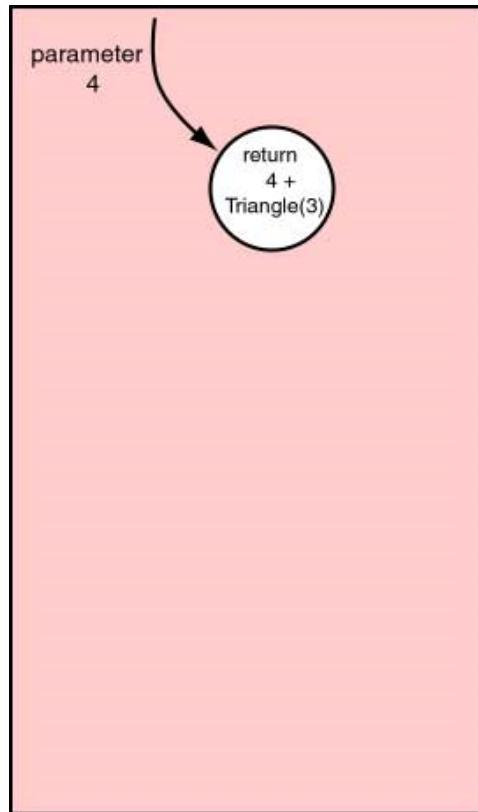


Static view of the Method

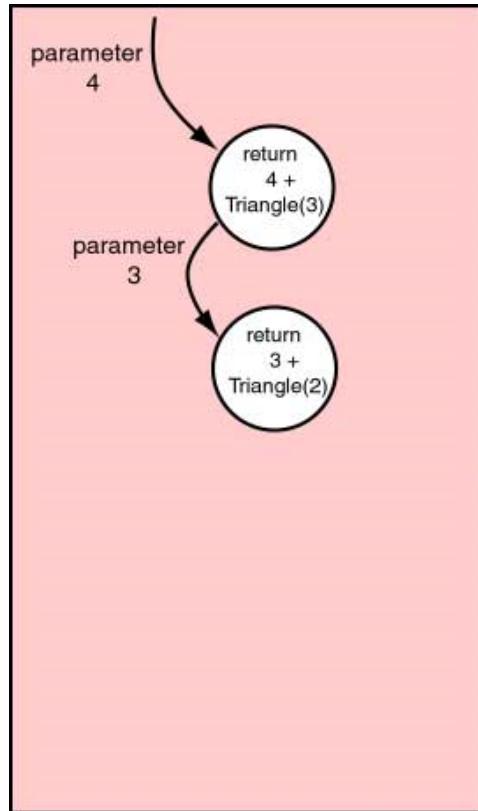
```
def Triangle(N):
    if (N==1):
        return 1
    else:
        return N + Triangle(N-1)

Triangle( 1 ) = 1
Triangle( N ) = N + Triangle( N-1 )
```

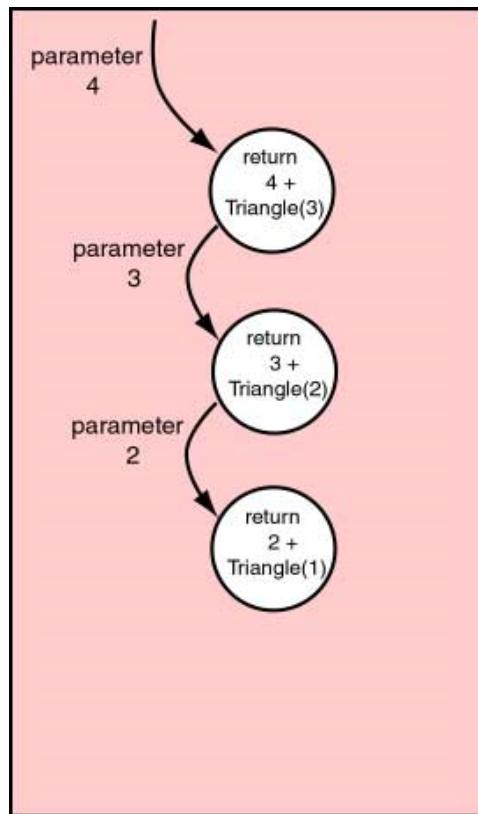
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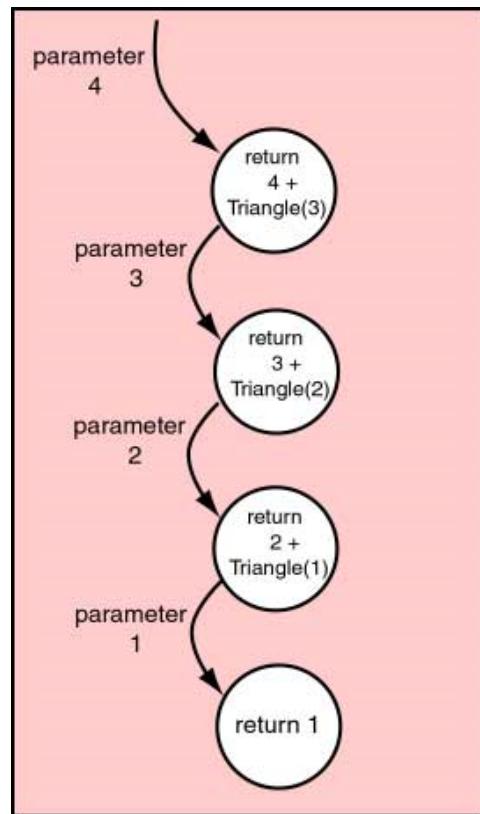
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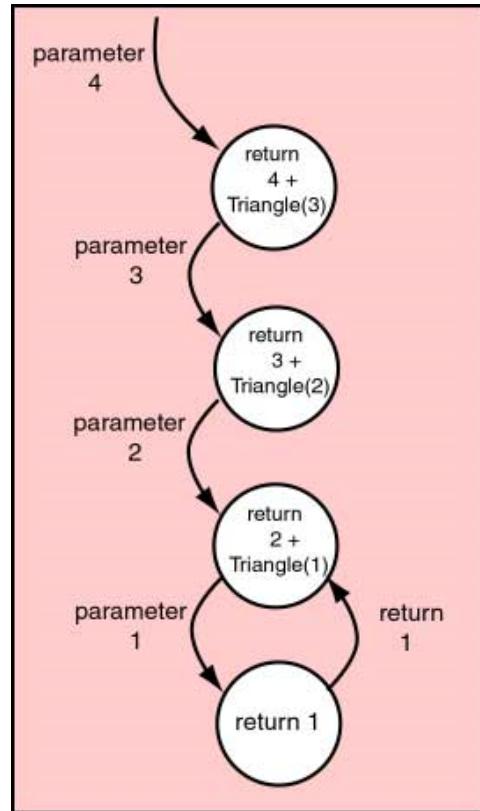
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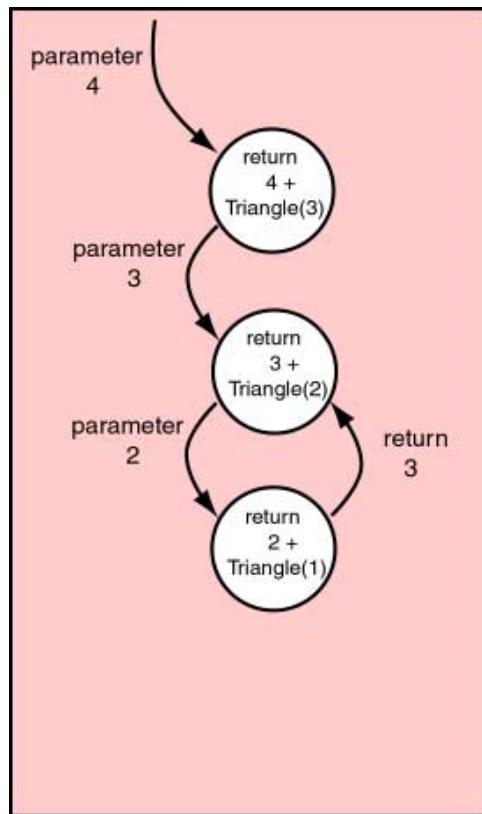
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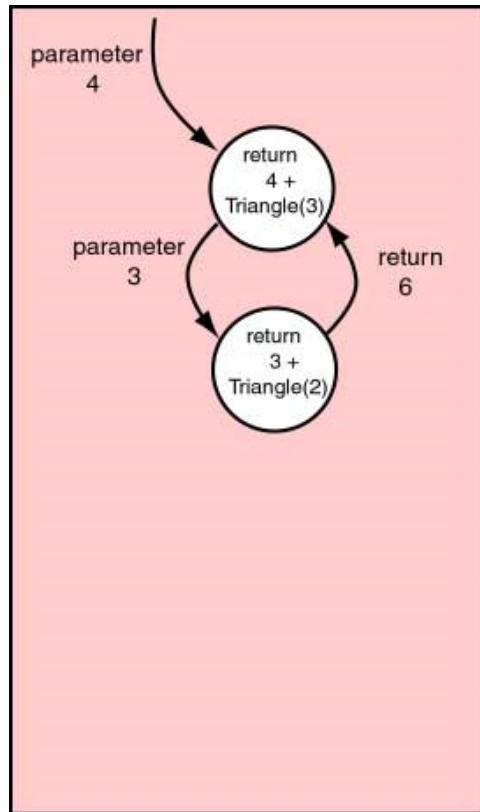
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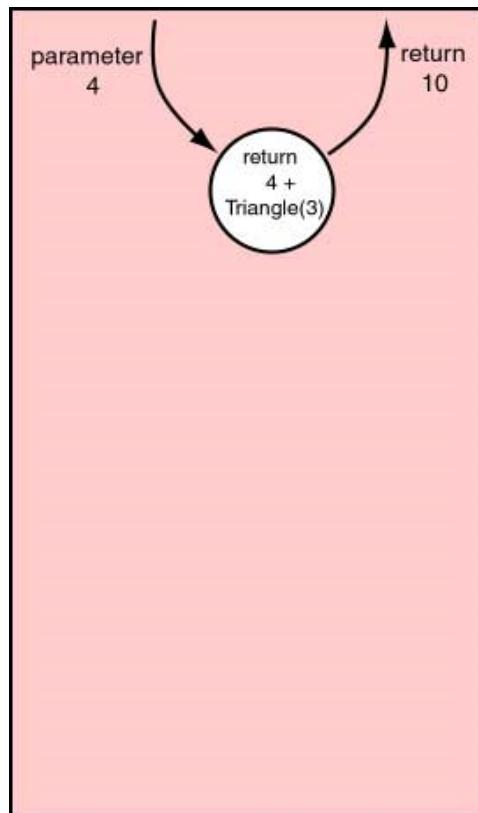
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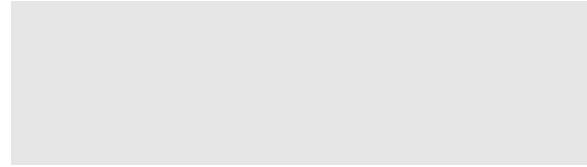
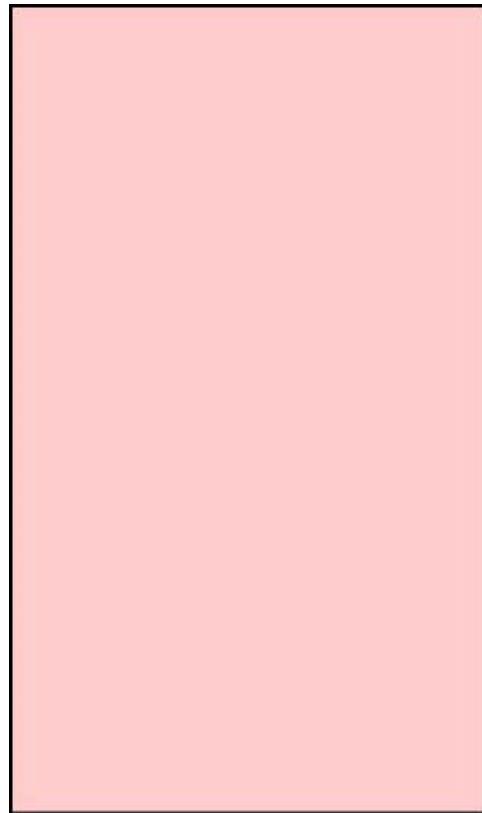
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```
def Triangle(N):
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```



Iterative Triangle

Here is an iterative method that calculates Triangle

```
def Triangle(N):
    totalPins=0
    for row in range(1, N+1):
        totalPins+=row
    return totalPins
```

You might prefer it to the recursive version because the code looks familiar. But notice that it is not as clear that it implements the definition.



Formula for Triangle

Triangle is so easy that you don't need to use either iteration or recursion for it. You might recognize Triangle(N) as the sum of the series

$$1 + 2 + 3 + \dots + (N-1) + N = (N(N+1)) / 2$$

For example

$$1 + 2 + 3 + 4 = (4(5)) / 2 = 10$$

Factorial Function

You have probably seen the factorial function before. It is defined for all integers greater or equal to zero:

```
factorial( 0 ) = 1  
factorial( N ) = N * factorial( N-1 )
```

For example,

```
factorial( 5 ) = 5 * factorial( 4 )  
= 5 * ( 4 * factorial( 3 ) )  
= 5 * ( 4 * (3 * factorial( 2 ) ) )  
= 5 * ( 4 * (3 * (2 * factorial( 1 ) ) ) )  
= 5 * ( 4 * (3 * (2 * (1 * factorial( 0 ) ) ) ) )  
= 5 * ( 4 * (3 * (2 * (1 * 1 ) ) ) )  
= 5 * 4 * 3 * 2 * 1 * 1  
= 120
```

Often factorial(N) is written $N!$

Examine the definition and check that it includes both of the two parts of a recursive definition.

$$5! \leftarrow 5 \times 4 \times 3 \times 2 \times 1 = 120$$

$$n! \leftarrow n \times (n-1)!$$

$$\begin{aligned} 5! &\leftarrow 5 \times 4 \times 3 \times 2 \times 1 \\ &= 120 \end{aligned}$$

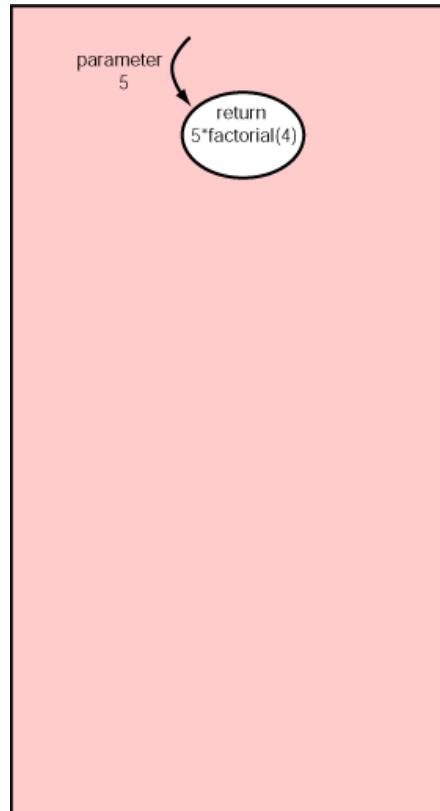
Static View of Recursion

In the "static view" of recursion, you translate a math-like definition into the Java method definition. You don't think much about what happens when the method runs. Here is the math-like definition of recursion:

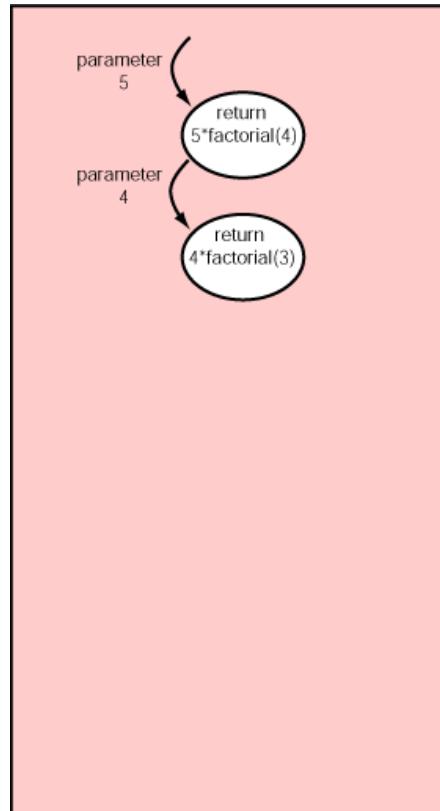
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factorial( 0 ) = 1  
factorial( N ) = N * factorial( N-1 )
```

```
def factorial(N):  
    if (N==0):  
        return 1  
    else:  
        return N * factorial(N-1)
```

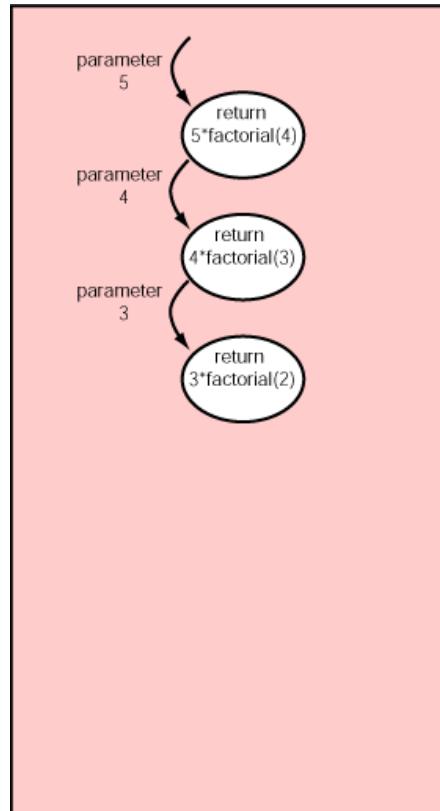
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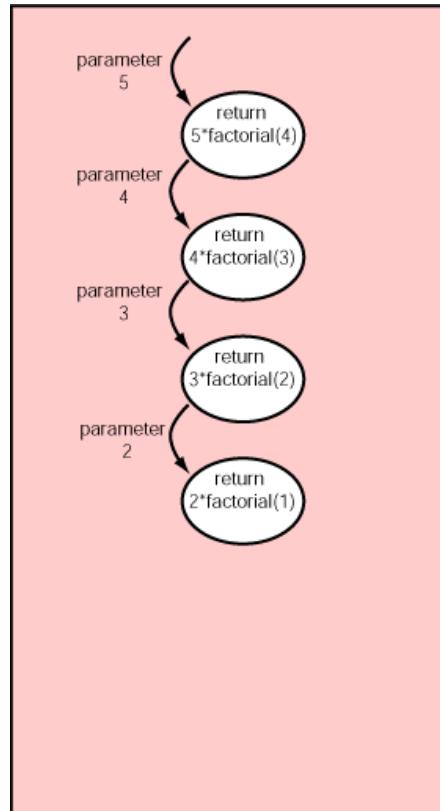
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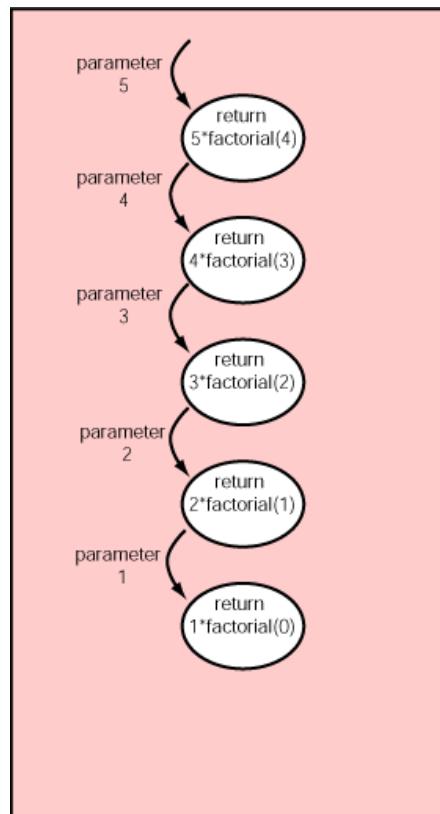
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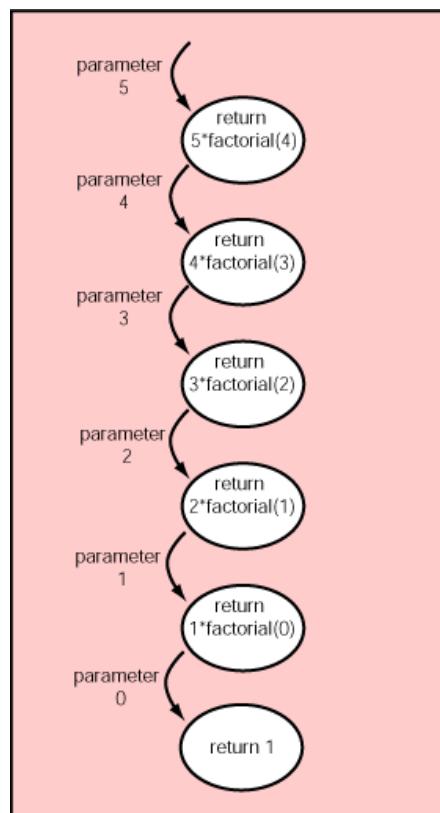
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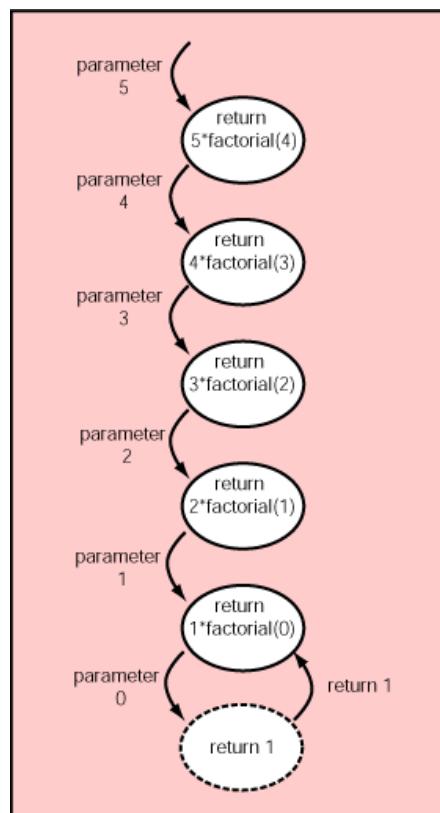
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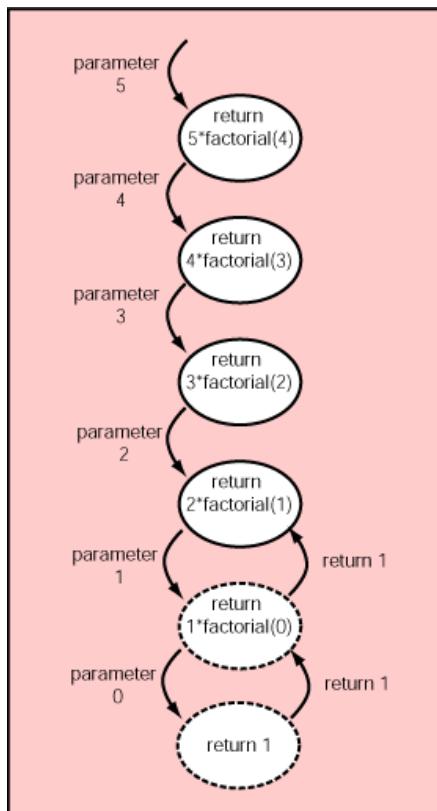
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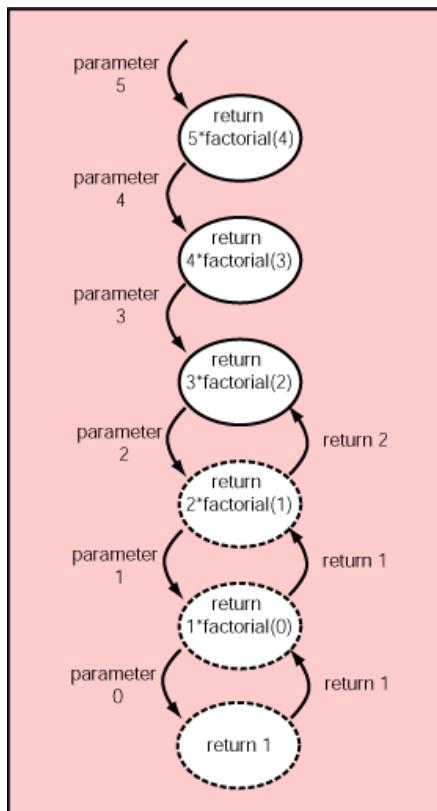
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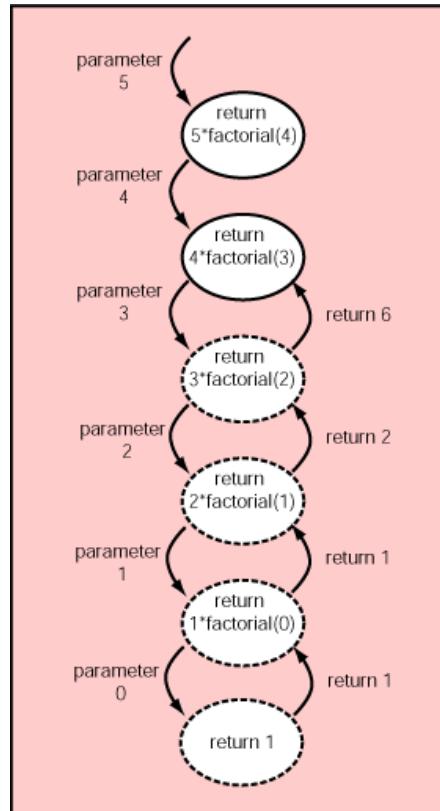
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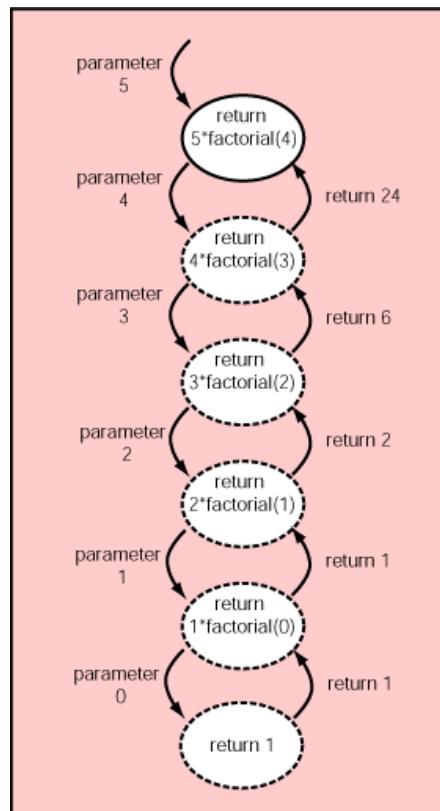
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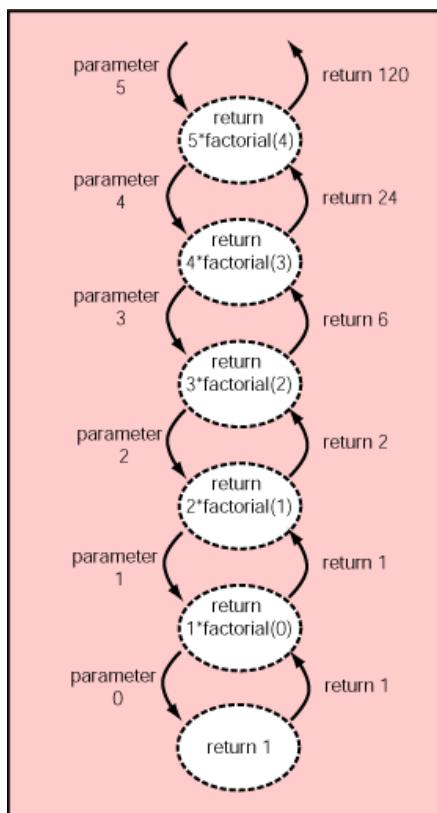
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Defensive Programming

Defensive programming is when the programmer anticipates problems and writes code to deal with them. To avoid the disaster a negative parameter would cause, sometimes `factorial()` is written like this:

```
def factorial(N):
    if (N<=0):
        return 1
    else:
        return N * factorial(N-1)
```

But, according to the math-like definition, this is not correct. The value of `factorial(-1)` is undefined, not equal to one. Potentially, returning an incorrect value and continuing on as if nothing is wrong might cause a greater disaster than stopping the computer system.

Sometimes the method is written to throw an exception when an illegal argument is detected. But this adds complication since now the caller must deal with a possible exception.

Perhaps the best solution is to write `factorial()` so that it follows the math-like definition exactly. It is the responsibility of the caller to make sure that the argument is within range.

Complete Program

Iterative Implementation of Factorial

Here is the math-like definition of recursion (again):

```
factorial( 0 ) = 1  
factorial( N ) = N * factorial( N-1 )
```

And here is an iterative implementation:

```
def factorial(N):  
    p=1  
    for i in range(1, N+1):  
        p *=i  
    return p  
}
```

Of course, this version suffers from the same overflow problem as the recursive version. For any argument larger than 12 the product is too large to hold in an `int` and incorrect values will be returned to the caller.

Rabbits

Say that a female rabbit is mature 2 months after birth. Assume that each mature female rabbit produces 1 baby female rabbit per month. If you start out with one baby female rabbit, how many female rabbits will you have in 10 months? Assume that there are enough male rabbits to ensure maximum production, and that no rabbits die.

Here is a chart:

N	1	2	3	4	5	6	7	8	9	10
Females	1									

The chart shows the number of rabbits at the end of the first month, at the end of the second month, and so on.

End of Month Two

Recall the rules:

- A female rabbit matures after 2 months.
- Each mature female rabbit produces 1 baby female rabbit per month.

The chart shows the situation at the end of the second month. Your single female rabbit has just become mature. Assume that this fact has not gone unnoticed by the male rabbits.

N	1	2	3	4	5	6	7	8	9	10
Females	1	1								

End of the Third Month

The new chart shows this. At the end of month three there is 1 mature female rabbit and 1 baby female rabbit for a total of two female rabbits.

N	1	2	3	4	5	6	7	8	9	10
Females	1	1	2							

If you look under month 2 you see how many mature female rabbits there are in month 4. Since it takes rabbits two months to become mature, every rabbit listed for month N will be mature in month N+2. Each one of these rabbits will produce one new baby rabbit in month N+2.

If you look under month 3 you see how many total female rabbits there are at the start of month 4.

Add the rabbits in month 2 (which equals the number of babies born during month 4) to the rabbits in month 3 to get the total number of rabbits ate the end of month 4.

End of Month Four

Month 4 starts out with two rabbits (the number under month 3) one of which is mature (the number under month 2). During month 4 the mature rabbit gives birth to another baby. The chart shows the total of three rabbits at the end of month 4.

N	1	2	3	4	5	6	7	8	9	10
Females	1	1	2	3						
		*	**							

* – – Mature females at start of month 4

** – – Total females at start of month 4

The total number of female rabbits at the start of a month is shown under the previous month in the chart. The number of mature rabbits (which give birth during that month) is the number shown under the second previous month.

Month 5

Month 5 starts out with three rabbits (the number under month 4) two of which are mature (the number under month 3). During the month the mature rabbits give birth to one baby each. The chart shows the total of five rabbits at the end of the month.

N	1	2	3	4	5	6	7	8	9	10
Females	1	1	2	3	5					
			**	***						

** – Mature females at start of month 5

*** – Total females at start of month 5

At the end of month 5 there are five female rabbits.

Rabbits Rule

The updated chart shows the situation.

N	1	2	3	4	5	6	7	8	9	10
Rabbits	1	1	2	3	5	8				

Here is what we have been doing:

$$\text{rabbits At End Of Month}(N) = \text{rabbits At End Of Month}(N-1) + \text{rabbits Born During Month}(N)$$

$$\text{rabbits At End Of Month}(N) = \text{rabbits At End Of Month}(N-1) + \text{mature Rabbits During Month}(N)$$

$$\text{rabbits At End Of Month}(N) = \text{rabbits At End Of Month}(N-1) + \text{rabbits At End Of Month}(N-2)$$

Once you have this rule, to calculate the number of rabbits at the end of a month just add up the numbers for the previous two months.

Fibonacci

This problem was studied and solved by a famous mathematician, Fibonacci. The numbers of rabbits form the **Fibonacci series**. This series has important applications in several problems that have nothing to do with rabbits. Call the N'th number in the series `fib(N)`:

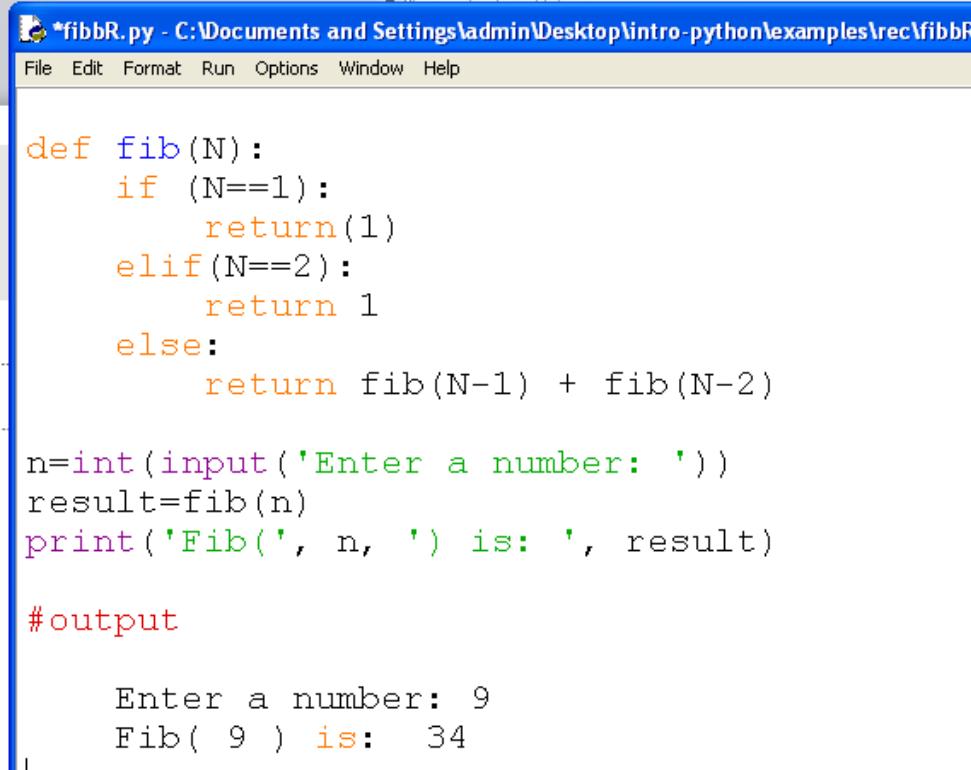
Fibonacci Series										
N	1	2	3	4	5	6	7	8	9	10
fib(N)	1	1	2	3	5	8	13	21	34	55

Here is the rule for filling the chart, rewritten for `fib(N)`:

$$\text{fib}(N) = \text{fib}(N-1) + \text{fib}(N-2)$$

Look at the chart to verify that the rule works.

Complete Program



The screenshot shows a Python code editor window titled '*fibbR.py - C:\Documents and Settings\admin\Desktop\intro-python\examples\rec\fibbR'. The menu bar includes File, Edit, Format, Run, Options, Window, and Help. The code itself is a recursive function to calculate the nth Fibonacci number:

```
def fib(N):
    if (N==1):
        return(1)
    elif(N==2):
        return 1
    else:
        return fib(N-1) + fib(N-2)

n=int(input('Enter a number: '))
result=fib(n)
print('Fib(', n, ') is: ', result)

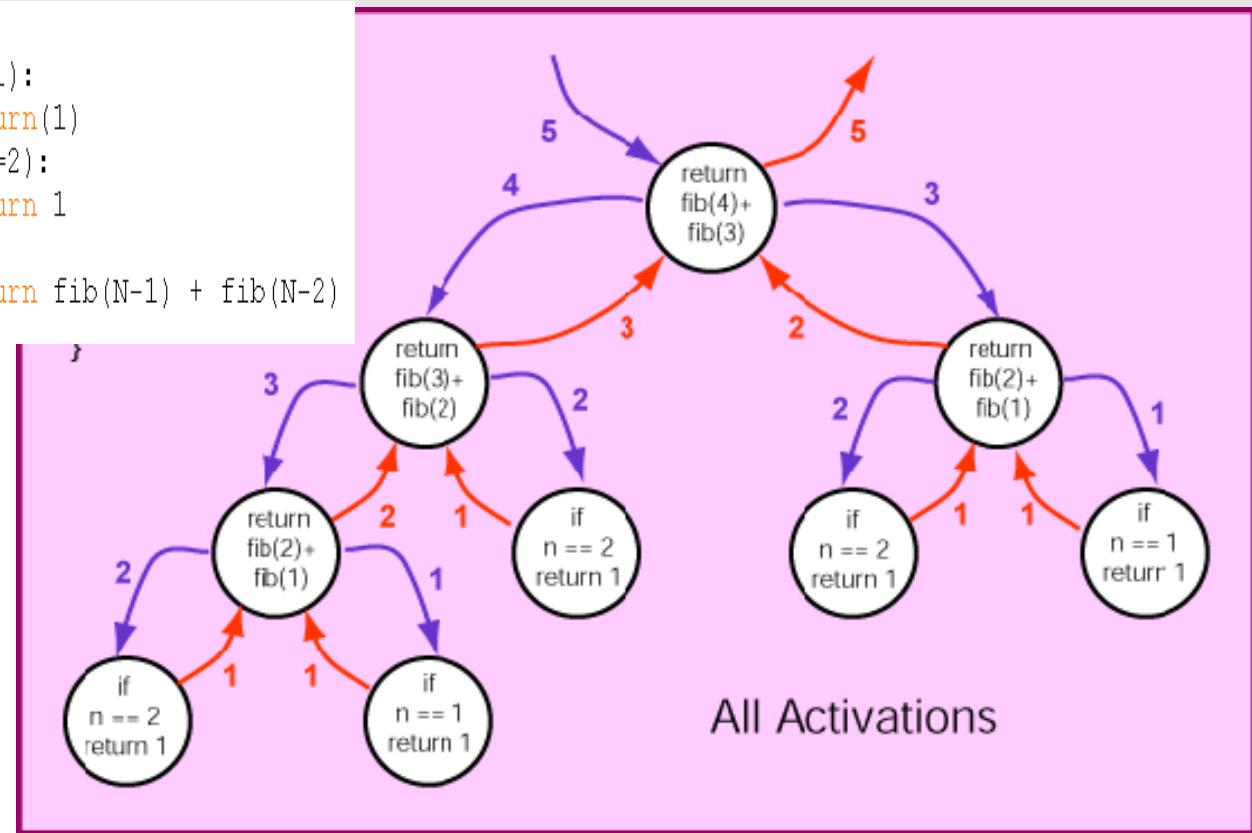
#output
```

When run, the program prompts the user for a number (9 in this case) and prints the result (34).

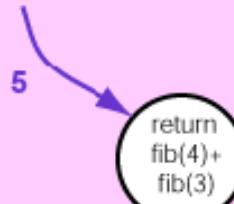
```

def fib(N):
    if (N==1):
        return(1)
    elif(N==2):
        return 1
    else:
        return fib(N-1) + fib(N-2)

```

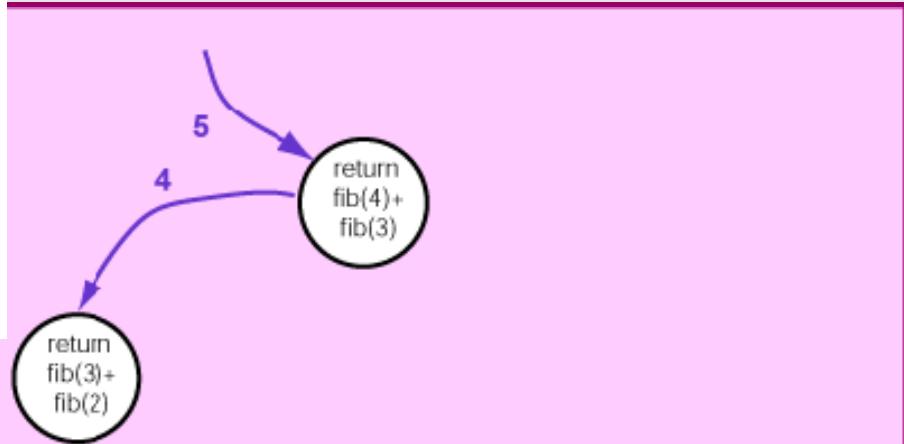


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        return(1)
    elif(N==2):
        return 1
    else:
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```

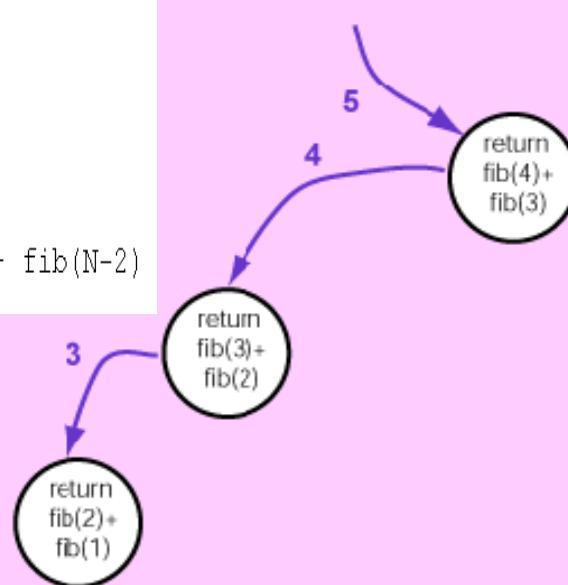


```
def fib(N):
    if (N==1):
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        return 1
    else:
        return fib(N-1) + fib(N-2)
```

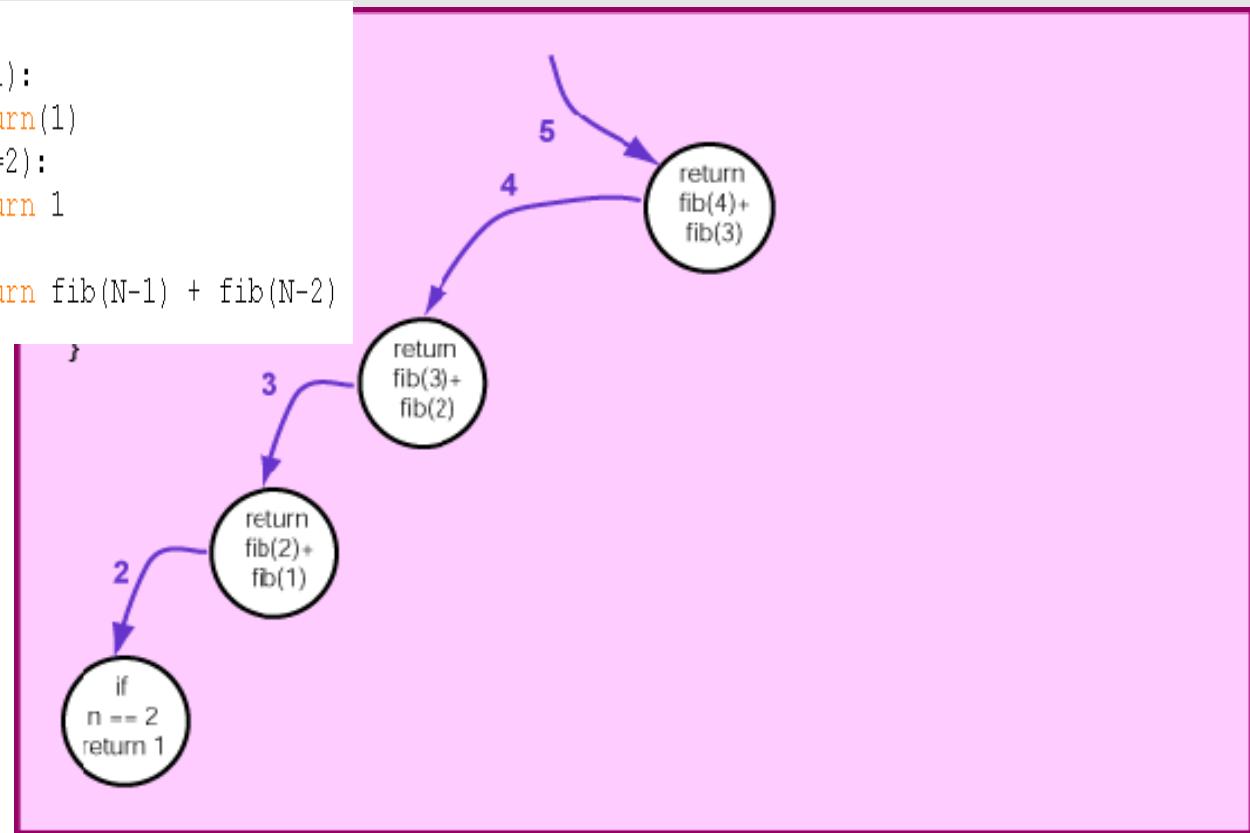
}



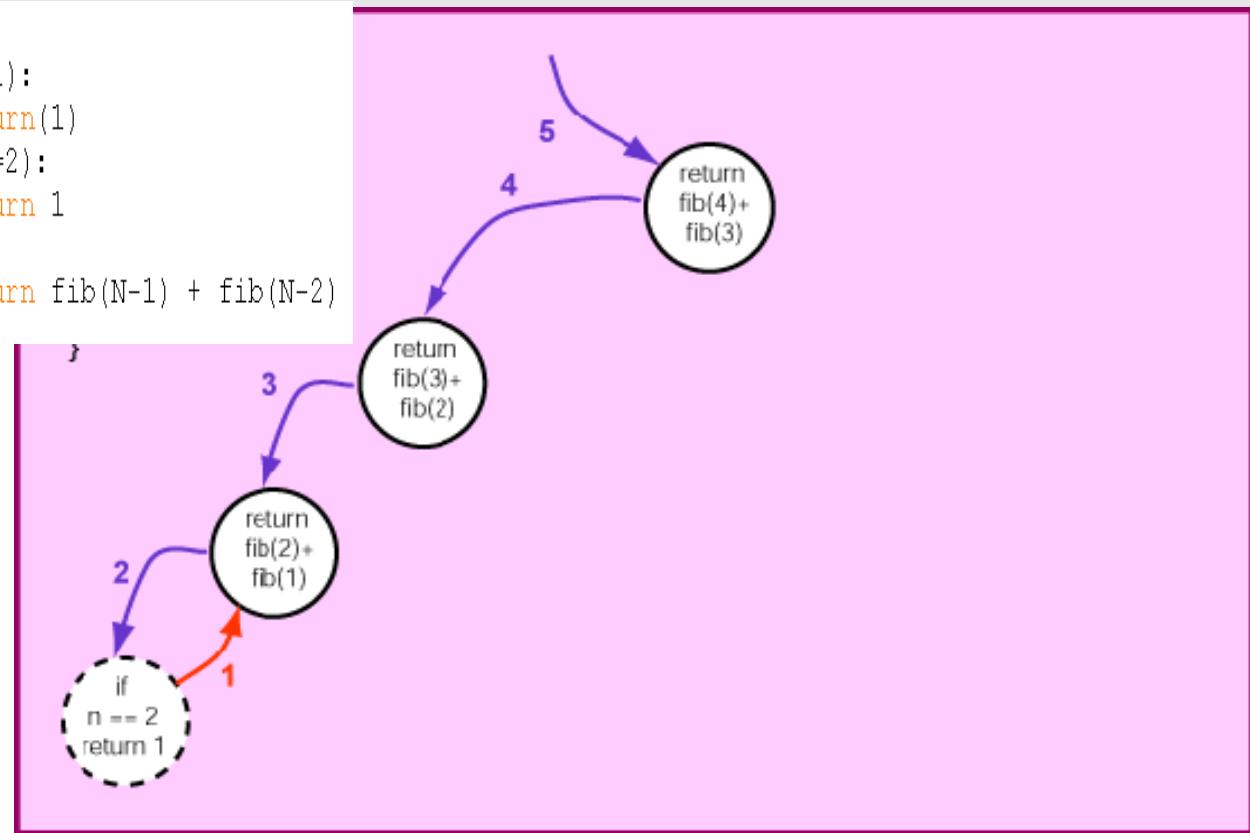
```
def fib(N):
    if (N==1):
        return(1)
    elif(N==2):
        return 1
    else:
        return fib(N-1) + fib(N-2)
```



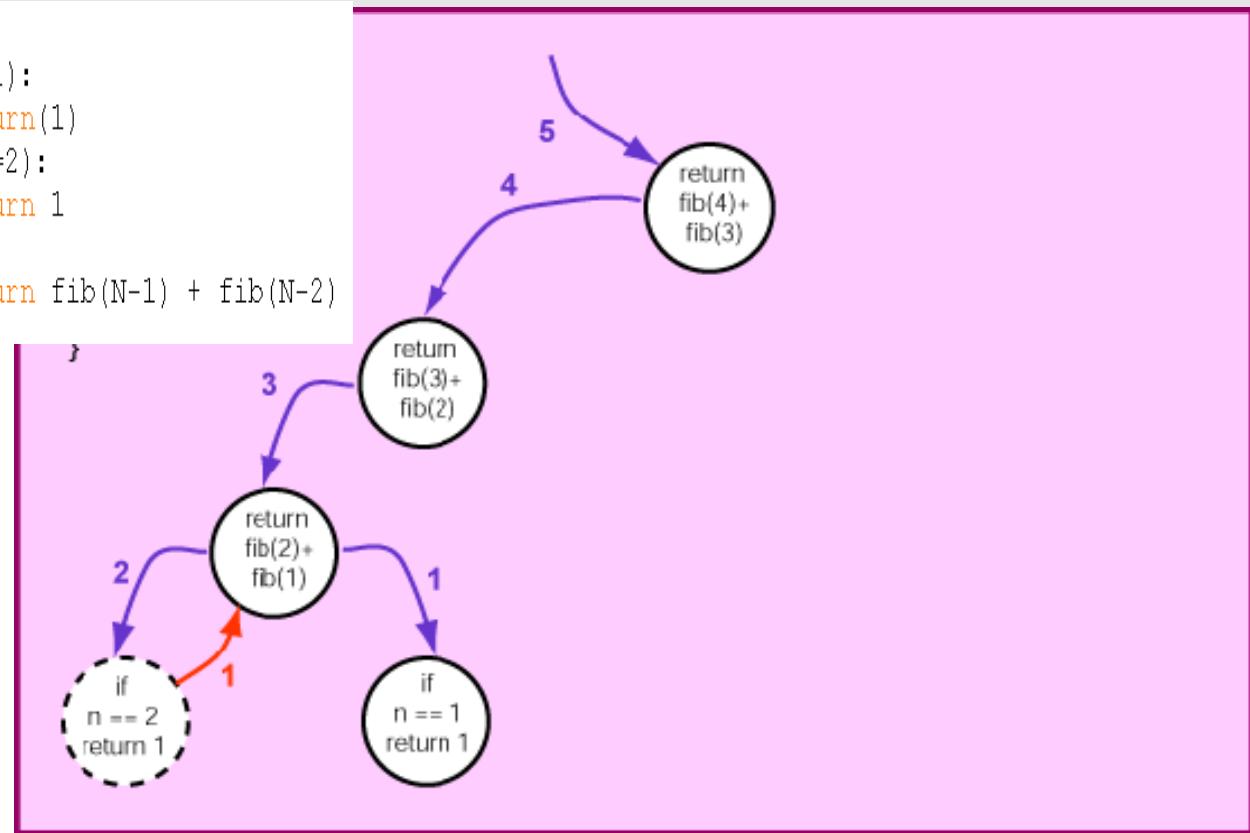
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def fib(N):
    if (N==1):
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        return 1
    else:
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```



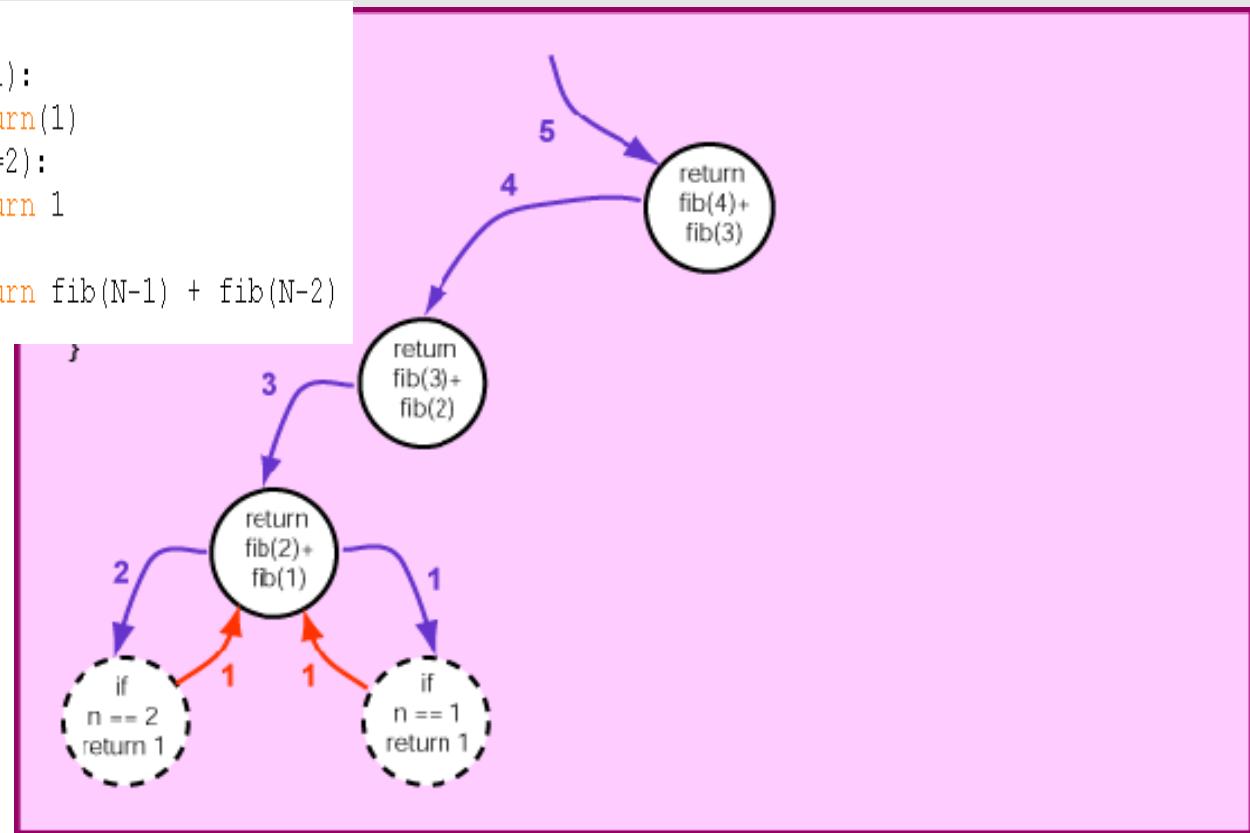
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```



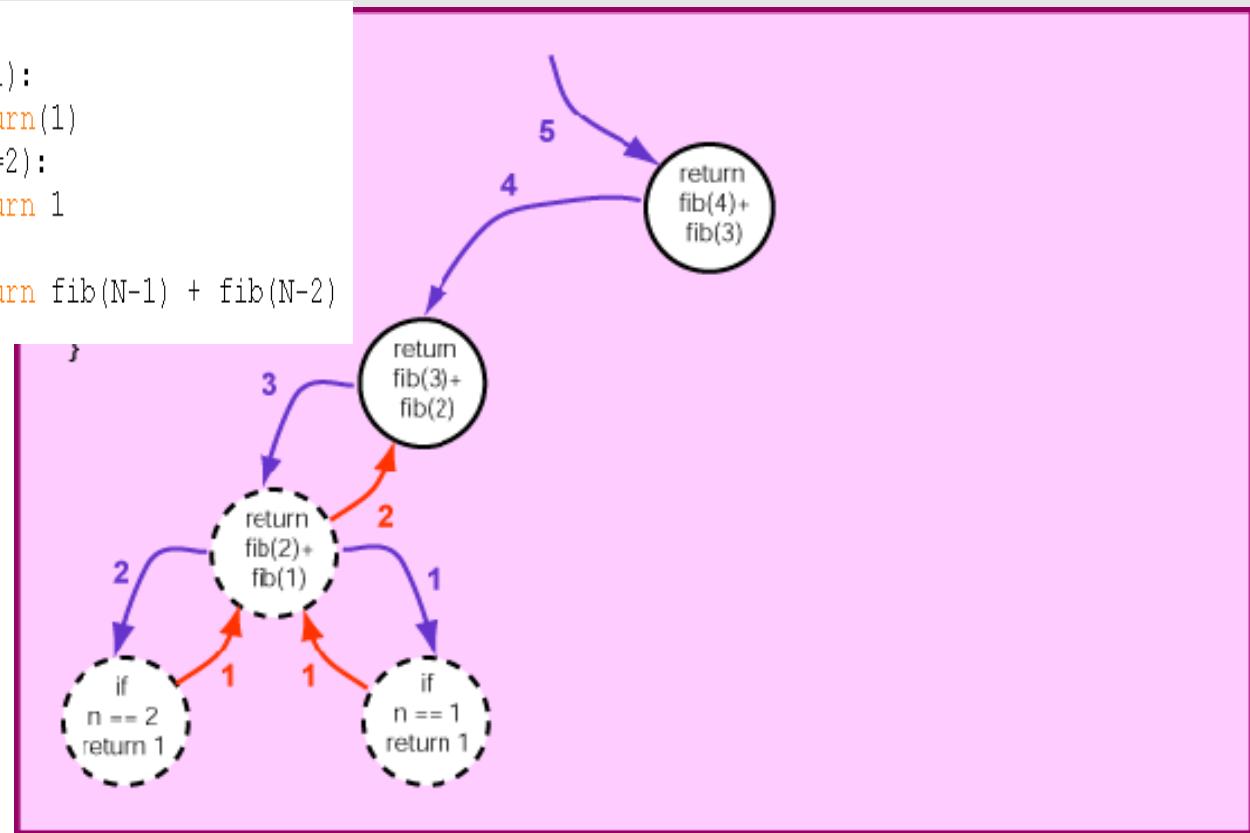
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```



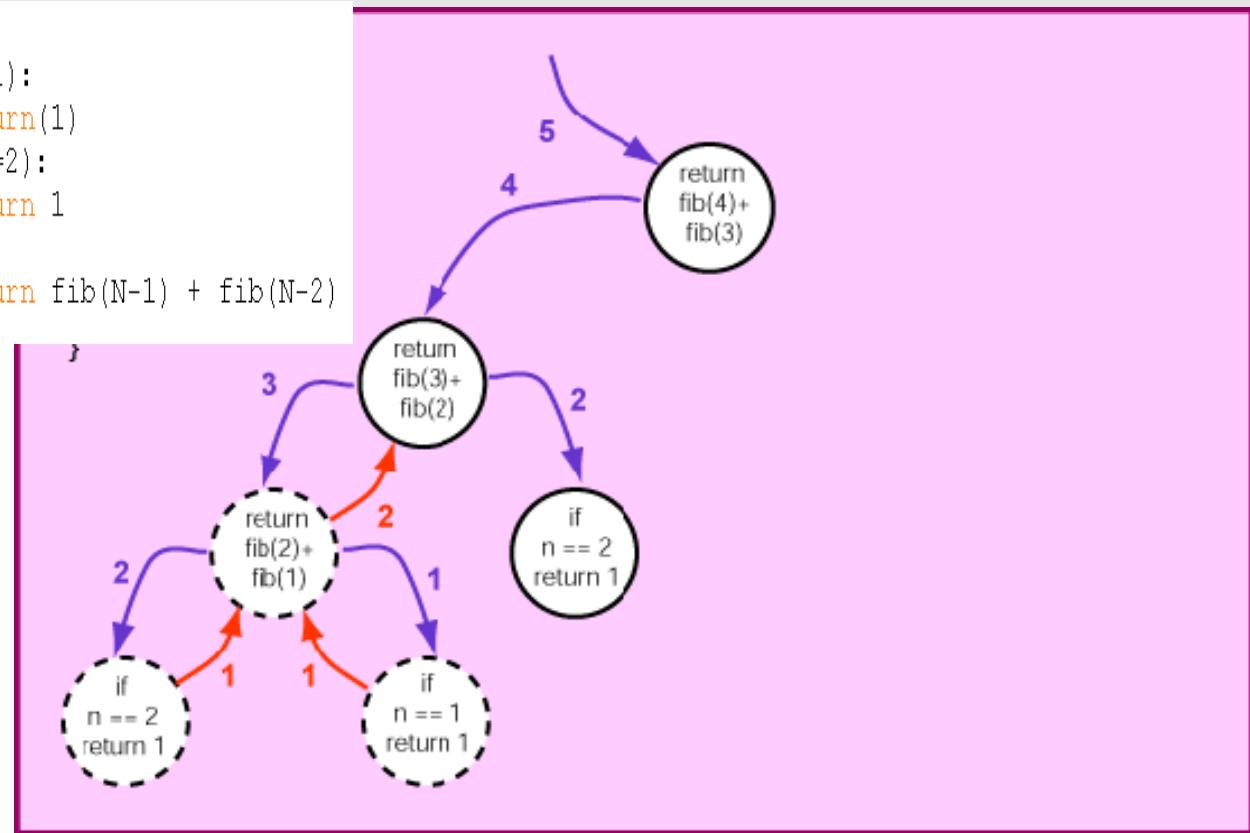
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        return 1
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```



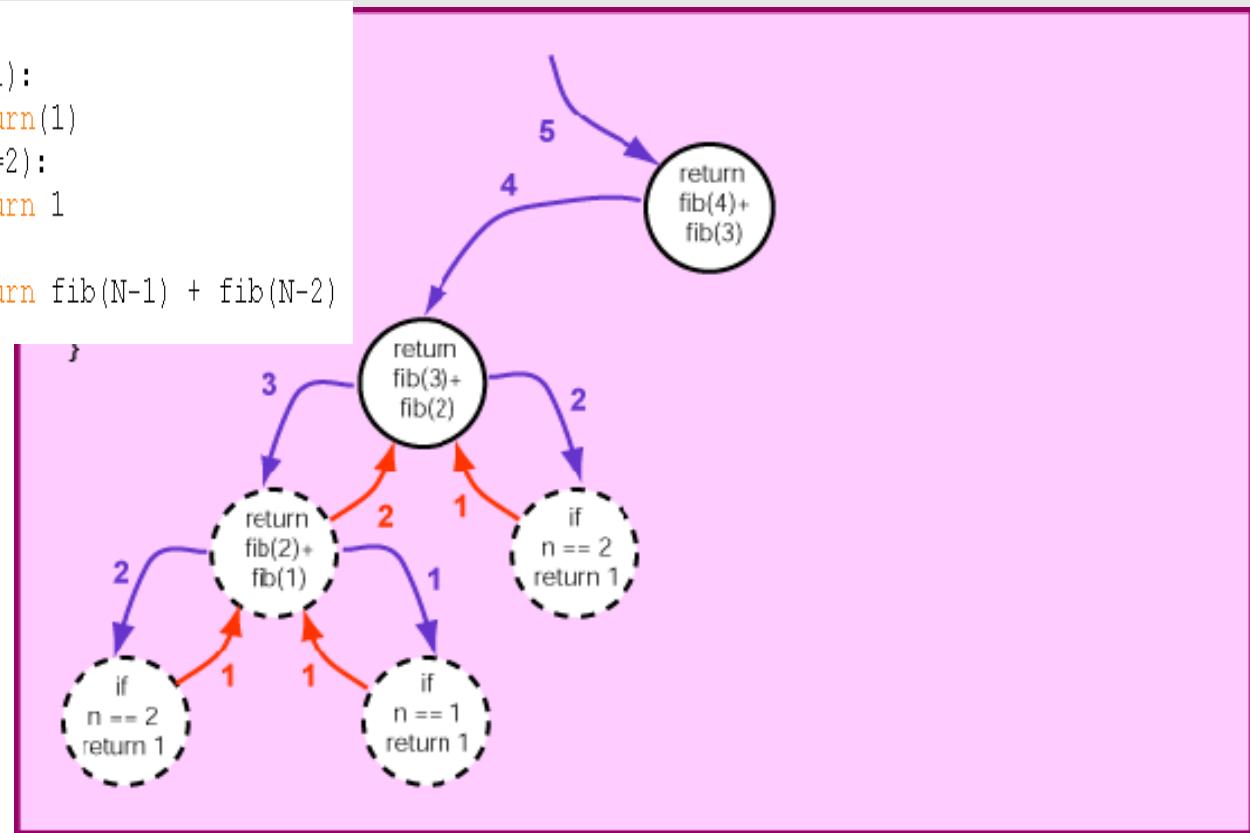
```
def fib(N):
    if (N==1):
        return(1)
    elif(N==2):
        return 1
    else:
        return fib(N-1) + fib(N-2)
```



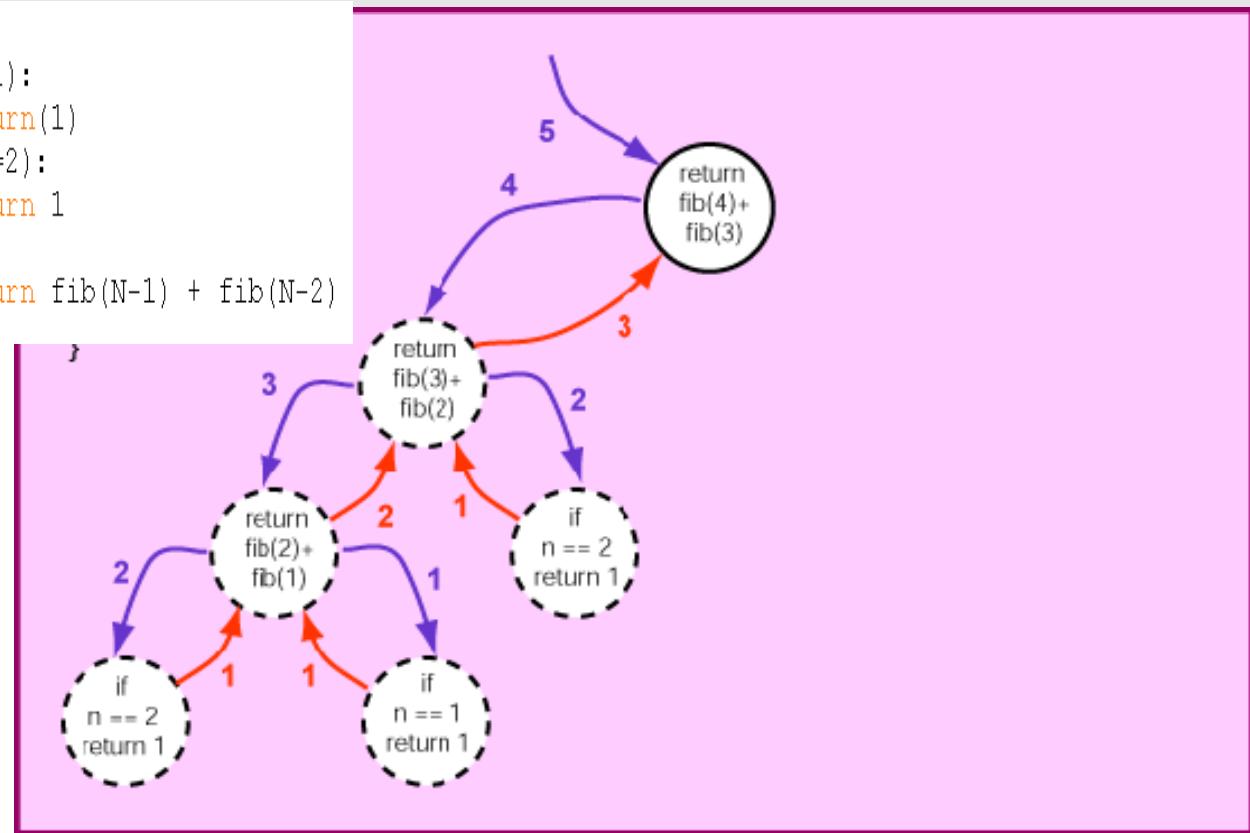
```
def fib(N):
    if (N==1):
        return(1)
    elif(N==2):
        return 1
    else:
        return fib(N-1) + fib(N-2)
```



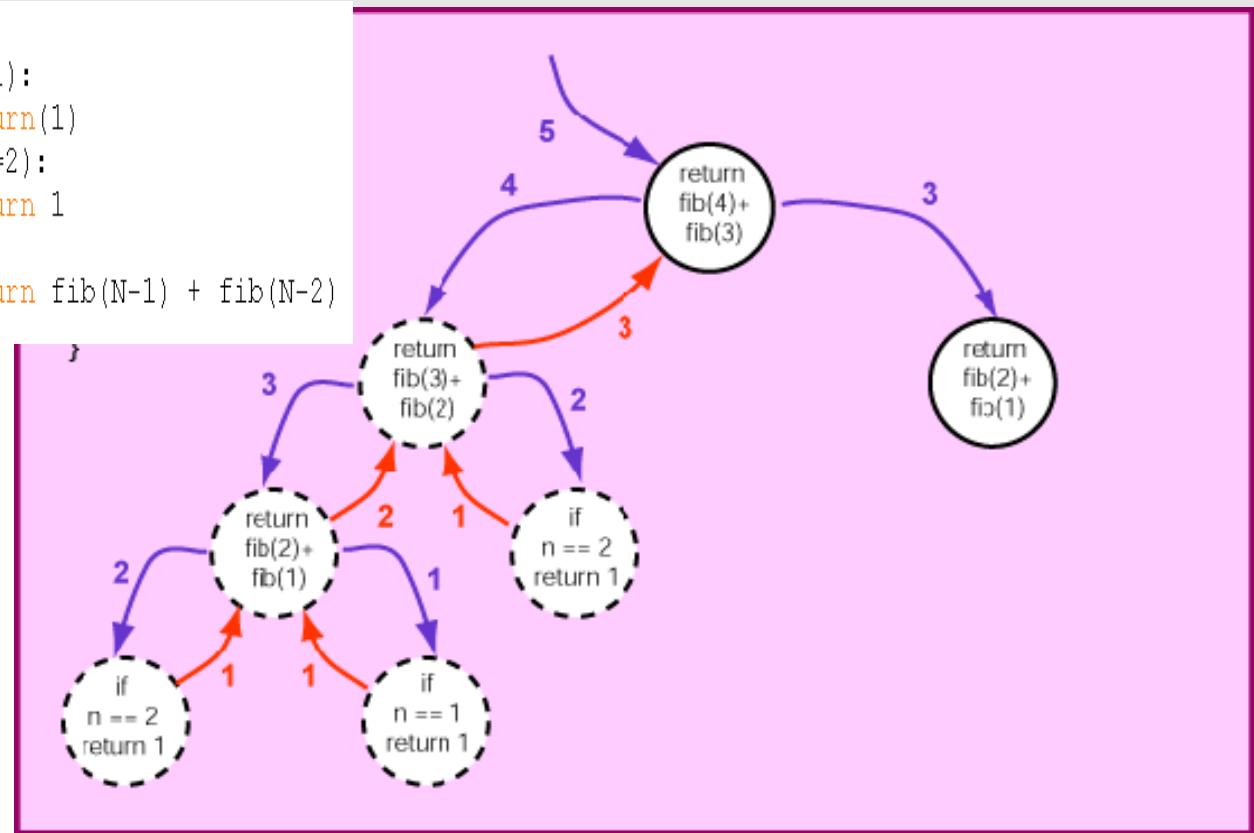
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    elif(N==2):
        return 1
    else:
        return fib(N-1) + fib(N-2)
```



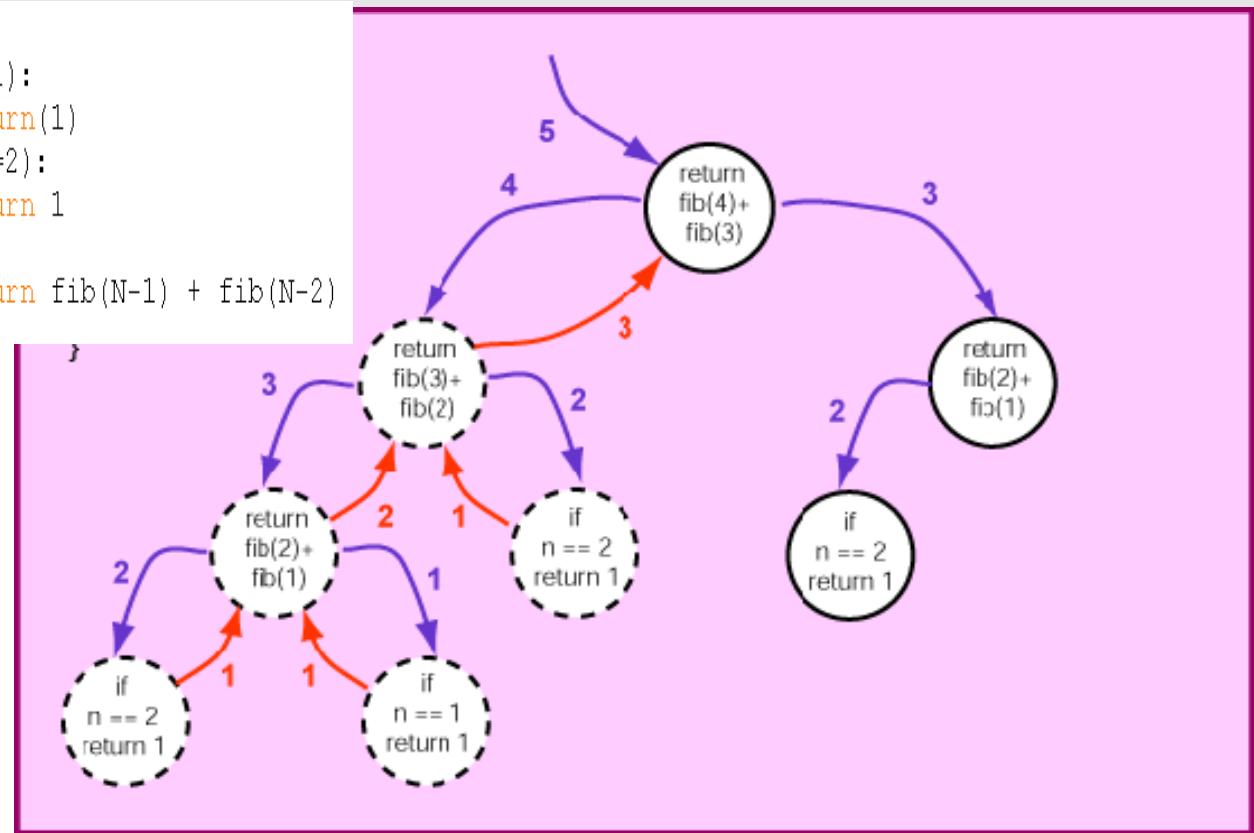
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        return 1
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```



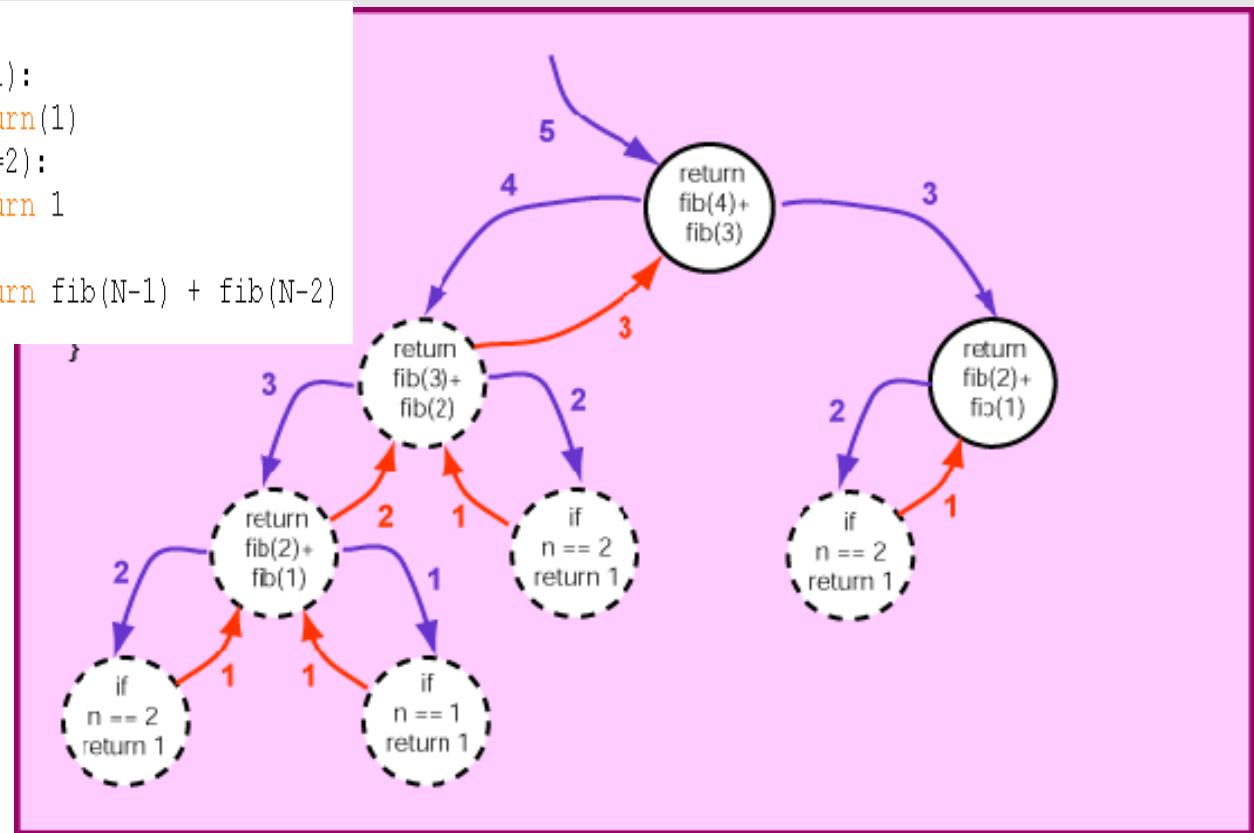
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        return(1)
    elif(N==2):
        return 1
    else:
        return fib(N-1) + fib(N-2)
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```



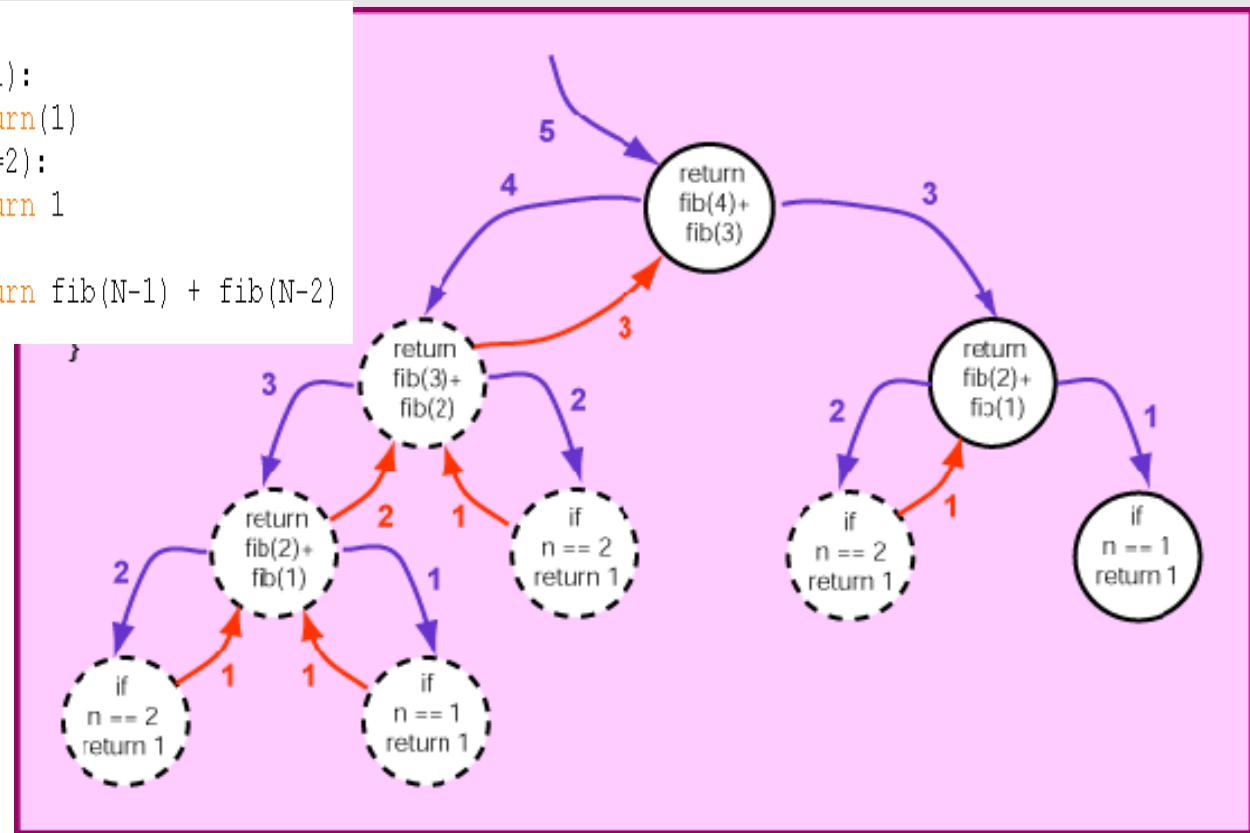
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        return 1
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```

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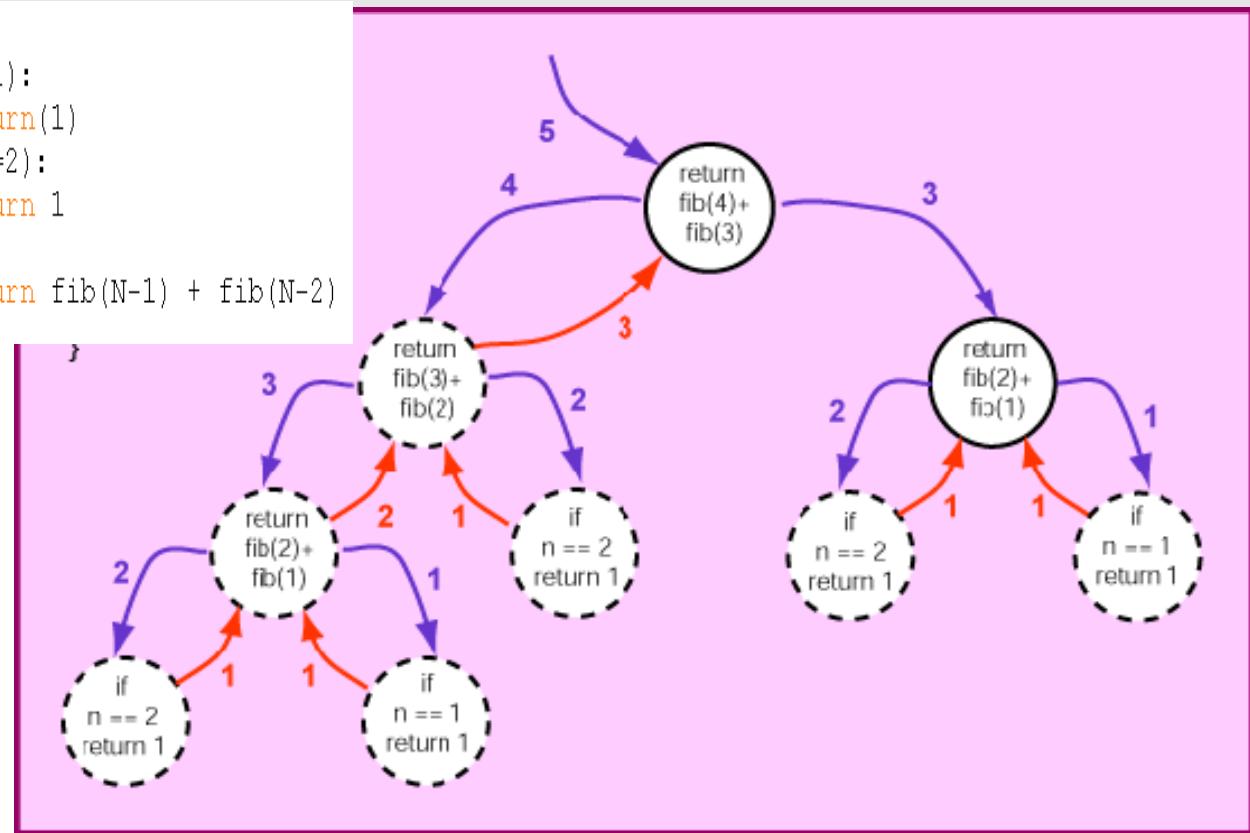
```



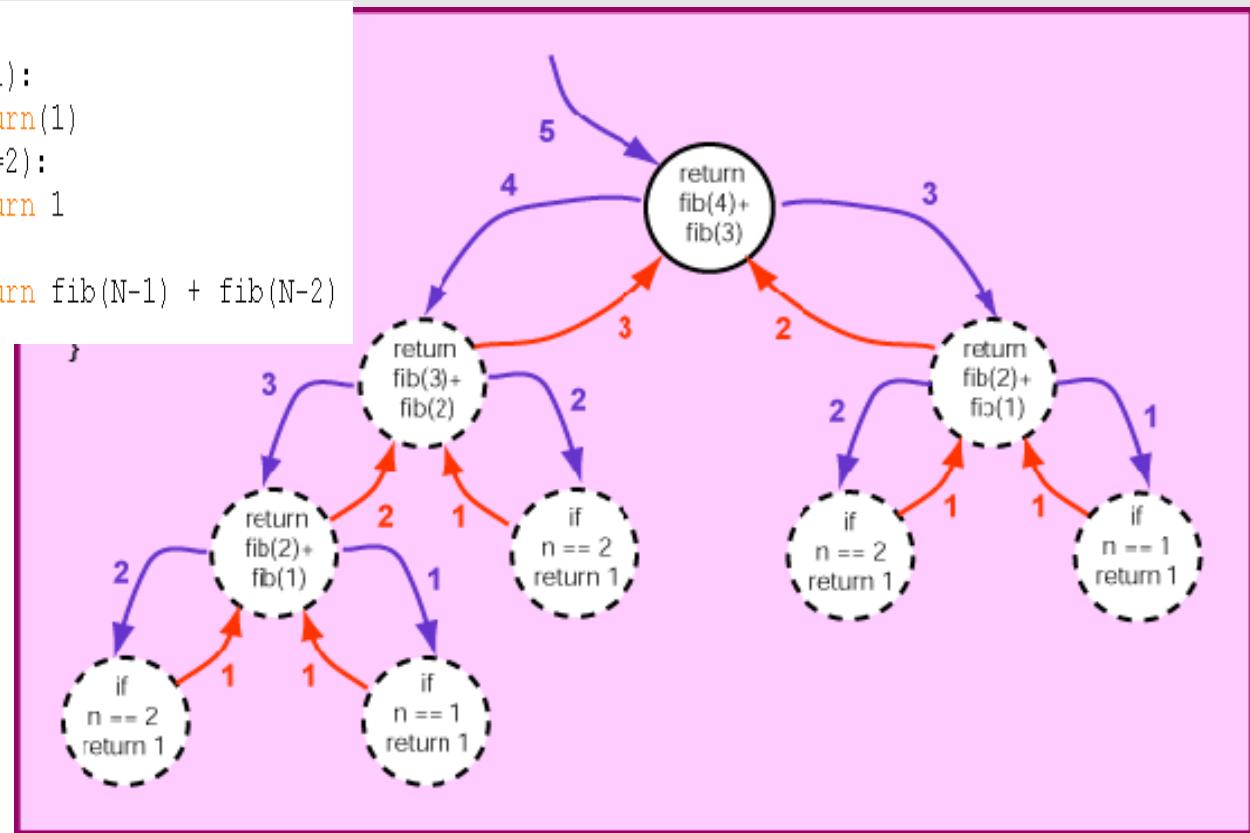
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def fib(N):
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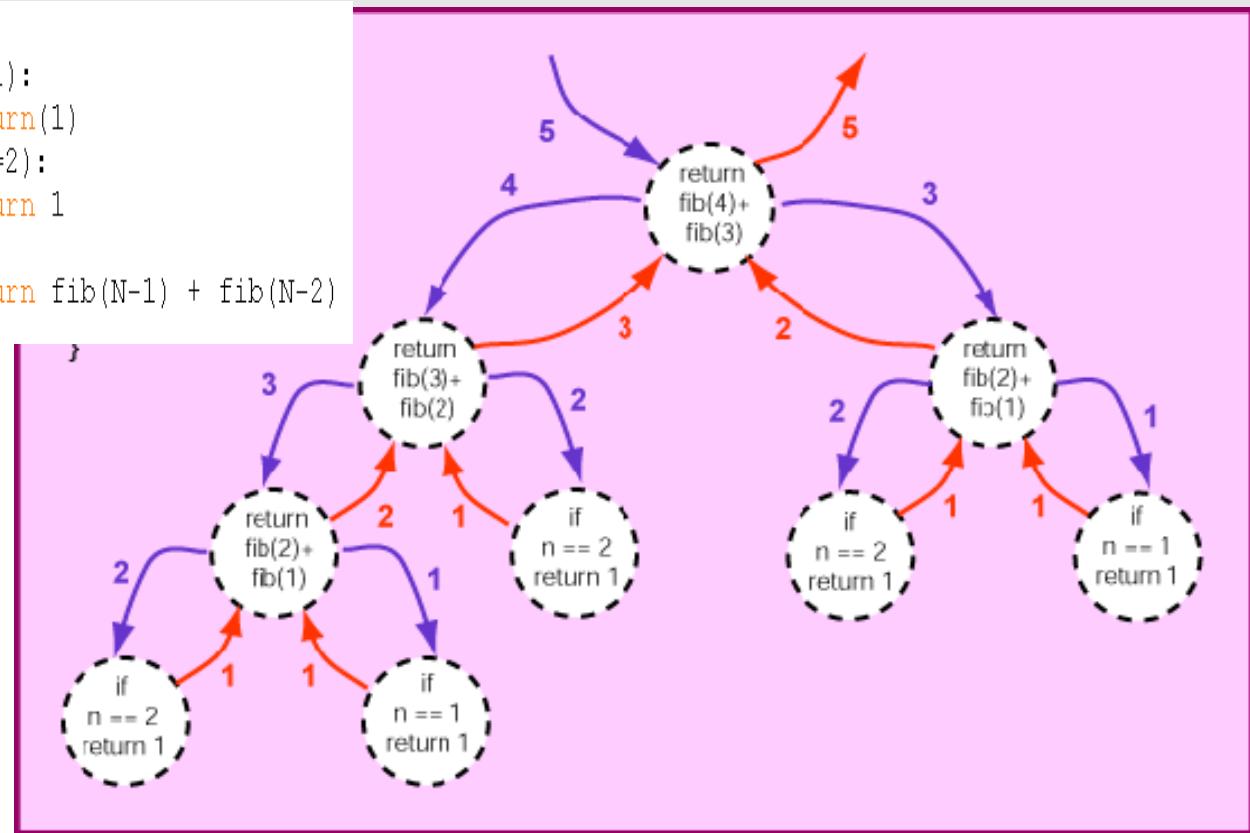
```



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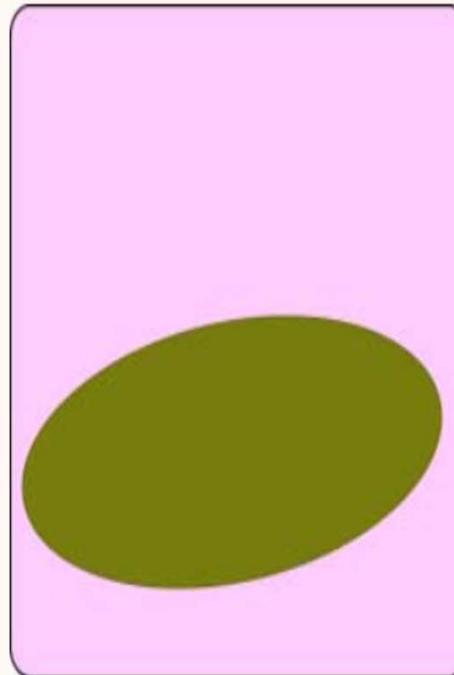
Pyramidal Numbers

Let us use three-sided pyramids (sometimes called tetrahedrons). To make the pyramid, start with a triangular arrangement of tennis balls for the bottom layer. Next stack up tennis balls layer at a time, as at right.

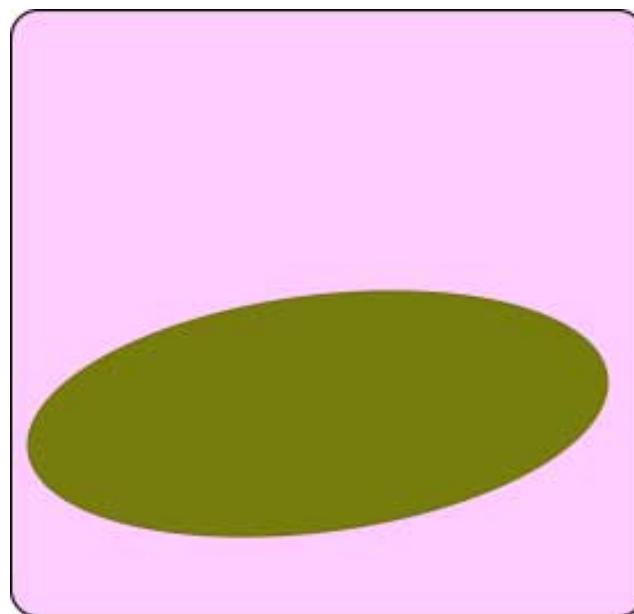
If the base of the pyramid has 5 balls along a side, how many balls does the entire pyramid have in it? Let us call this a **pyramidal number**.

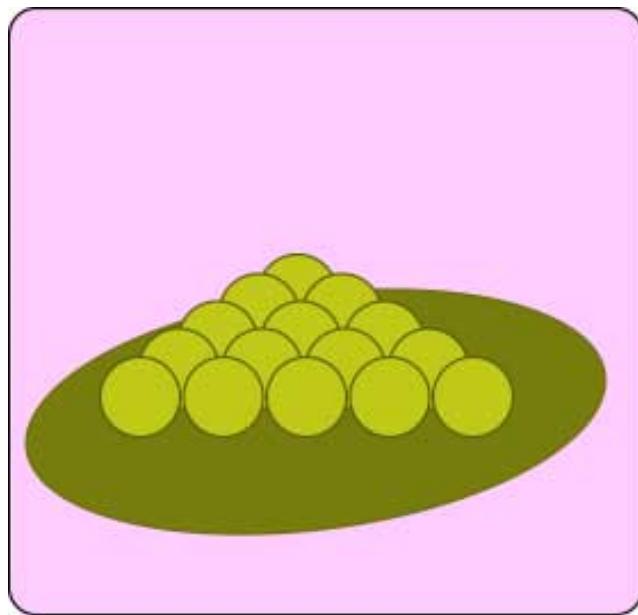
Here is a chart that shows the number of balls in the side of a base, N , and the corresponding pyramidal numbers.

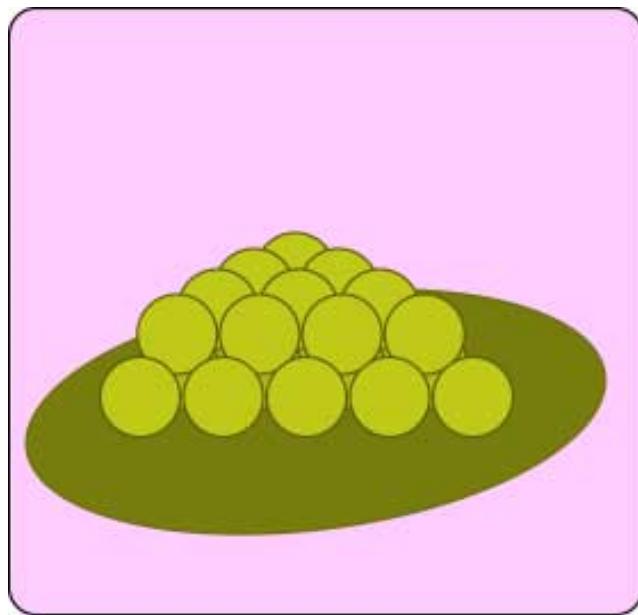
N	1	2	3	4	5	6	7
Pyramid(N)	1						

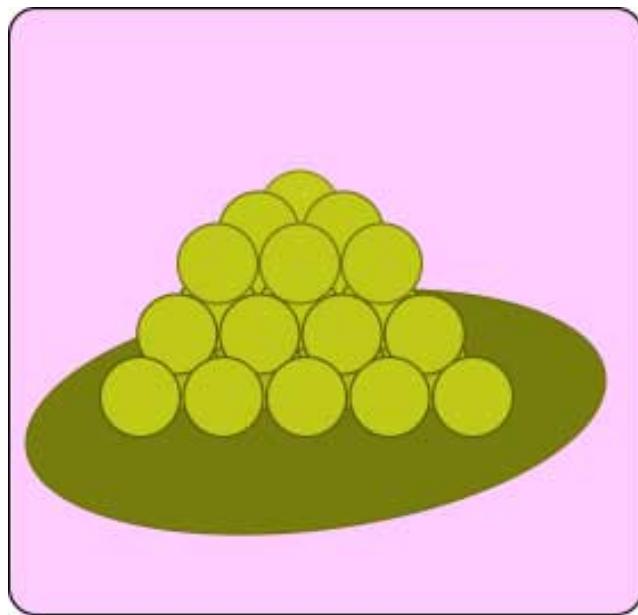


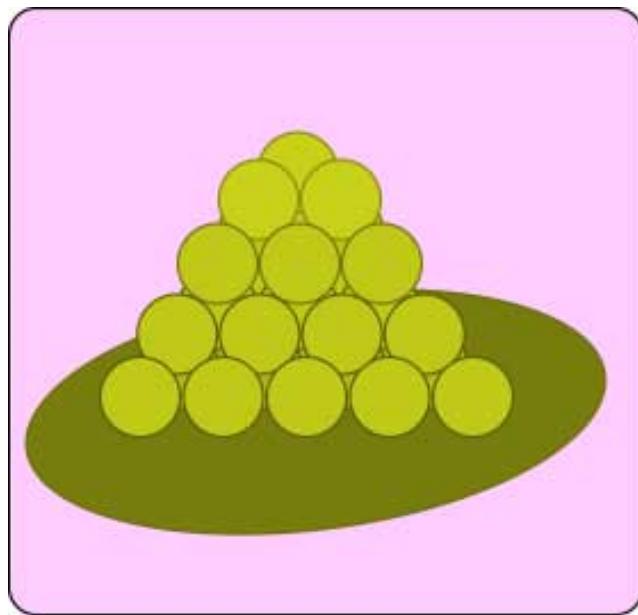
The picture starts with the base of the pyramid for **Pyramid(5)**. Click a few times to see the complete pyramid. Smaller pyramids can be found within this one. For small pyramids, count the balls within them. For larger pyramids, try to clever way to calculate the number of balls.

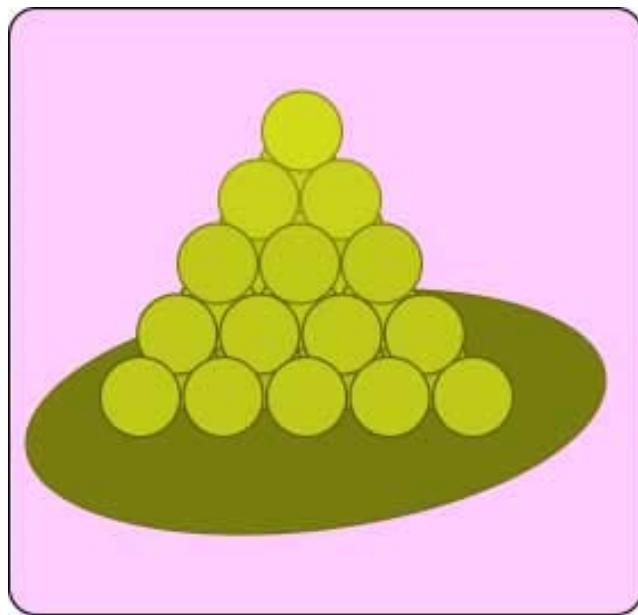












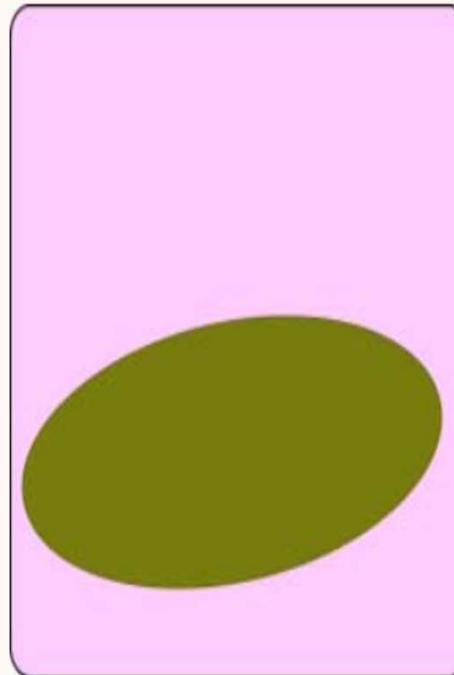
Pyramidal Numbers

Let us use three-sided pyramids (sometimes called tetrahedrons). To make the pyramid, start with a triangular arrangement of tennis balls for the bottom layer. Next stack up tennis balls layer at a time, as at right.

If the base of the pyramid has 5 balls along a side, how many balls does the entire pyramid have in it? Let us call this a **pyramidal number**.

Here is a chart that shows the number of balls in the side of a base, N , and the corresponding pyramidal numbers.

N	1	2	3	4	5	6	7
Pyramid(N)	1						



The picture starts with the base of the pyramid for **Pyramid(5)**. Click a few times to see the complete pyramid. Smaller pyramids can be found within this one. For small pyramids, count the balls within them. For larger pyramids, try to clever way to calculate the number of balls.

Pyramid Scheme

In filling out the chart you might have noticed that it would be useful to know how many balls are in each layer of the pyramid. Of course, the number of balls in the pyramid is the sum of the number of balls in each layer. But the number of balls in layer N is [Triangle\(\$N\$ \)](#), the number of balls in a triangle with a side of N balls.

N	1	2	3	4	5	6	7
Triangle(N)	1	3	6	10	15	21	28
Pyramid(N)	1	4	10	20	35	56	84

Say that you know that there are [Pyramid\(\$N-1\$ \)](#) balls in the first $N-1$ layers (counting from the top of the pyramid). Then the following scheme looks tempting:

$$\text{Pyramid}(N) = \text{Pyramid}(N-1) + \text{Triangle}(N)$$

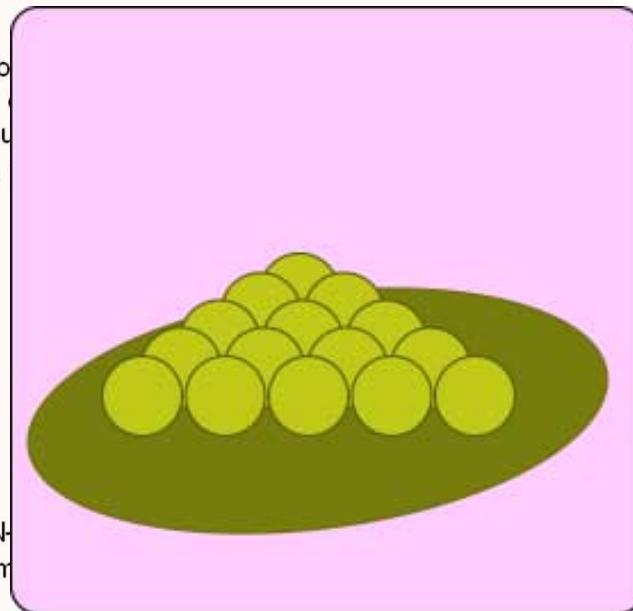
Pyramid Scheme

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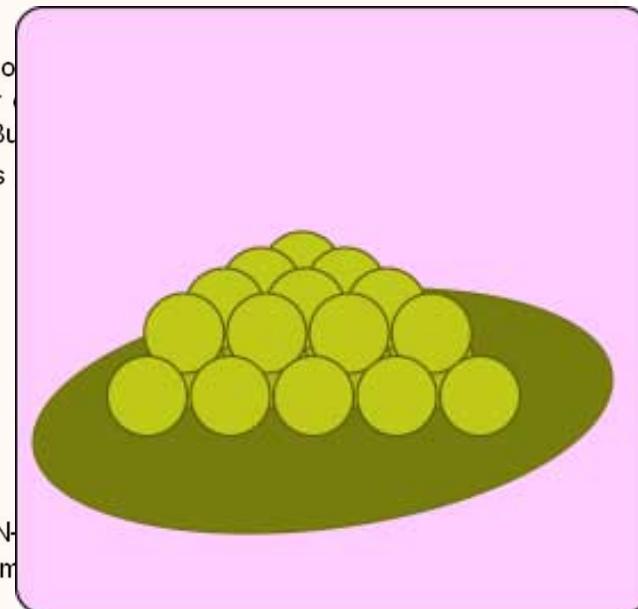
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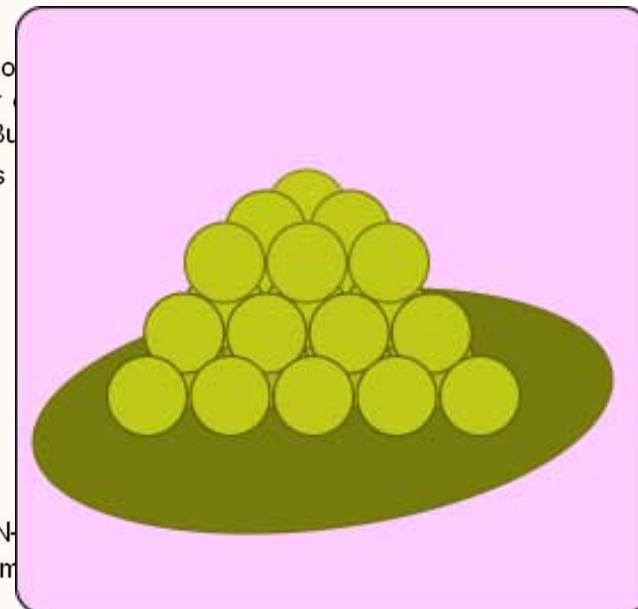
Pyramid Scheme

In filling out the chart you might have noticed that it would be useful to know how many balls are in each layer of the pyramid. Of course, the number of the balls in the pyramid is the sum of the number of balls in each layer. But the number of balls in layer N is [Triangle\(\$N\$ \)](#), the number of balls in a triangle with a side of N balls.

N	1	2	3	4	5	6	7
Triangle(N)	1	3	6	10	15	21	28
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Say that you know that there are [Pyramid\(\$N-1\$ \)](#) balls in the first $N-1$ layers (counting from the top of the pyramid). Then the following scheme looks tempting:

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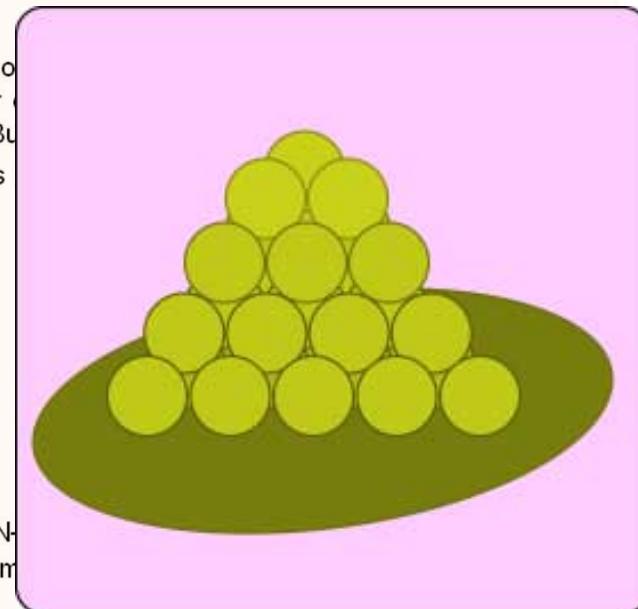
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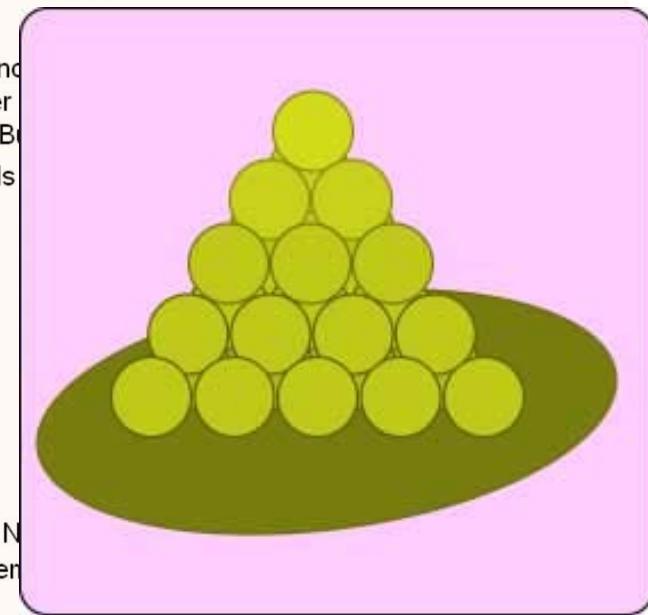
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Say that you know that there are [Pyramid\(\$N-1\$ \)](#) balls in the first $N-1$ layers (counting from the top of the pyramid). Then the following scheme looks tempting:

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Base Case of the Pyramid

A recursive definition (or a recursive algorithm) needs two parts:

1. If the problem is easy, solve it immediately.
2. If the problem can't be solved immediately, divide it into smaller problems, then:
 - Solve the smaller problems by applying this procedure to each of them.

In terms of pyramidal numbers, this is:

$$\text{Pyramid}(1) = 1$$

$$\text{Pyramid}(N) = \text{Pyramid}(N-1) + \text{Triangle}(N)$$

Oddly, the base case for pyramidal numbers is the peak of the pyramid.

Definition that uses another Function

As long as everything in the definition for `Pyramid()` is defined someplace, everything is fine
Here (for reference) is `Pyramid()`:

$$\begin{aligned}\text{Pyramid}(1) &= 1 \\ \text{Pyramid}(N) &= \text{Pyramid}(N-1) + \text{Triangle}(N)\end{aligned}$$

And here (for review) is `Triangle()`:

$$\begin{aligned}\text{Triangle}(1) &= 1 \\ \text{Triangle}(N) &= N + \text{Triangle}(N-1)\end{aligned}$$

Given these two definitions (and, if you are picky, the definitions of addition and subtraction)
`Pyramid()` is completely defined.

pyra.py - C:\Documents and Settings\admin\Desktop\intro-python\examples\rec\pyra.py (3.4.4)

File Edit Format Run Options Window Help

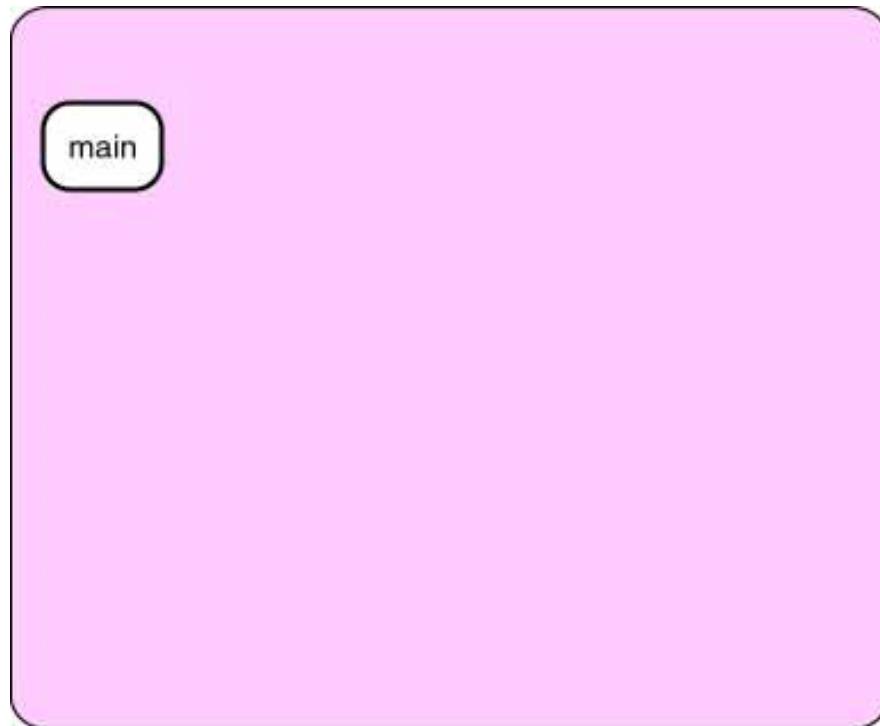
```
def Triangle(N):
    if (N==1):
        return 1
    else:
        return N + Triangle(N-1)

def Pyramid(N):
    if (N==1):
        return 1
    else:
        return Pyramid(N-1) + Triangle(N)

n=int(input('Enter a number: '))
result=Pyramid(n)
print('Pyramid(', n, ') is: ', result)
```

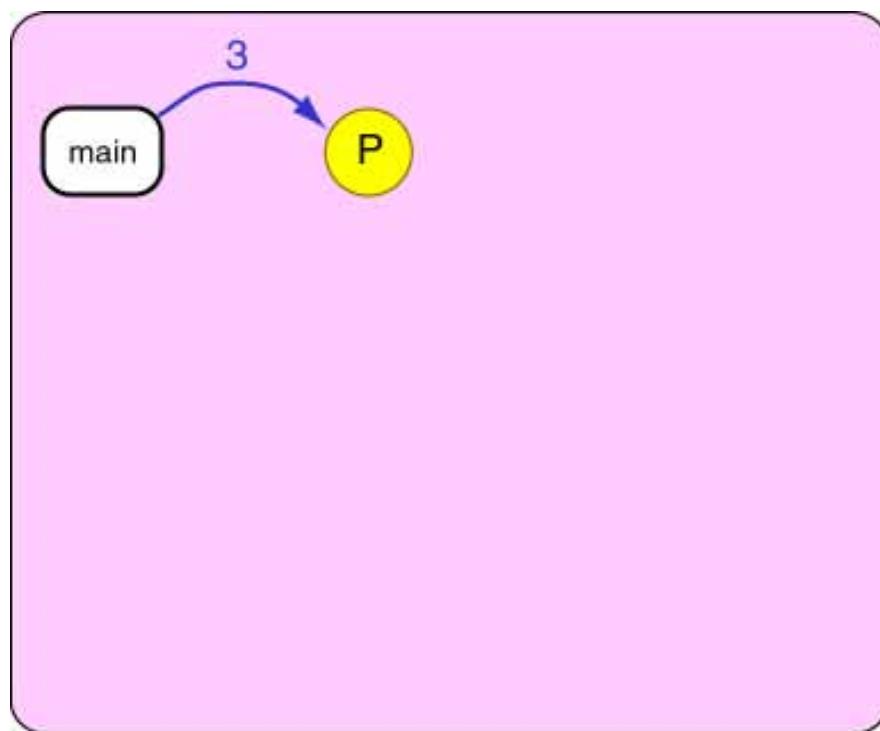
```
def Pyramid(N):
    if (N==1):
        return 1
    else:
        return Pyramid(N-1) + Triangle(N)
```

```
def Triangle(N):
    if (N==1):
        return 1
    else:
        return N + Triangle(N-1)
```



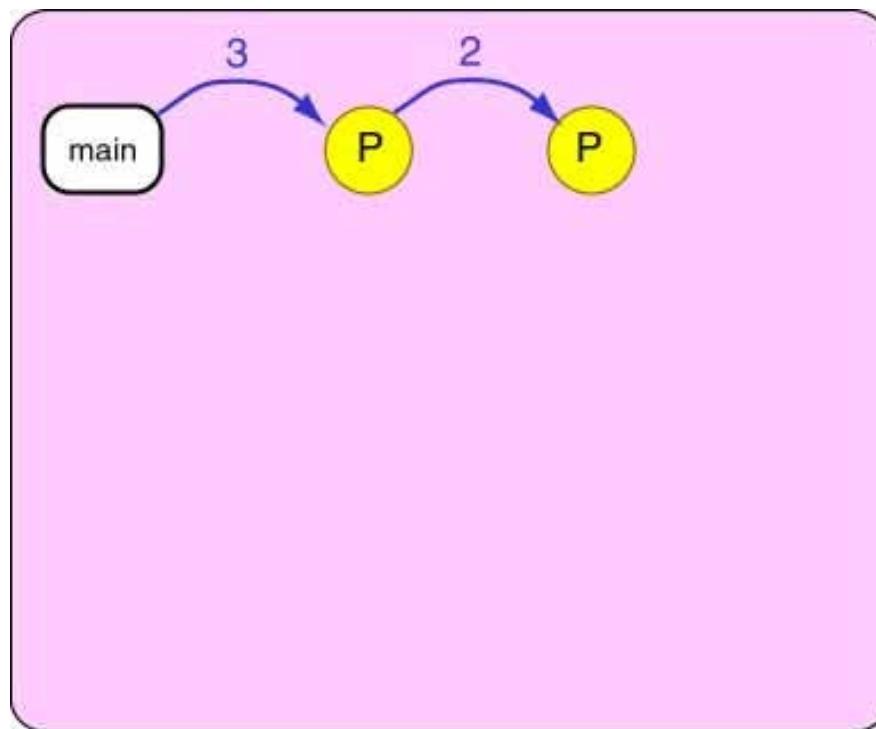
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        return Pyramid(N-1) + Triangle(N)
```

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    if (N==1):
        return 1
    else:
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```



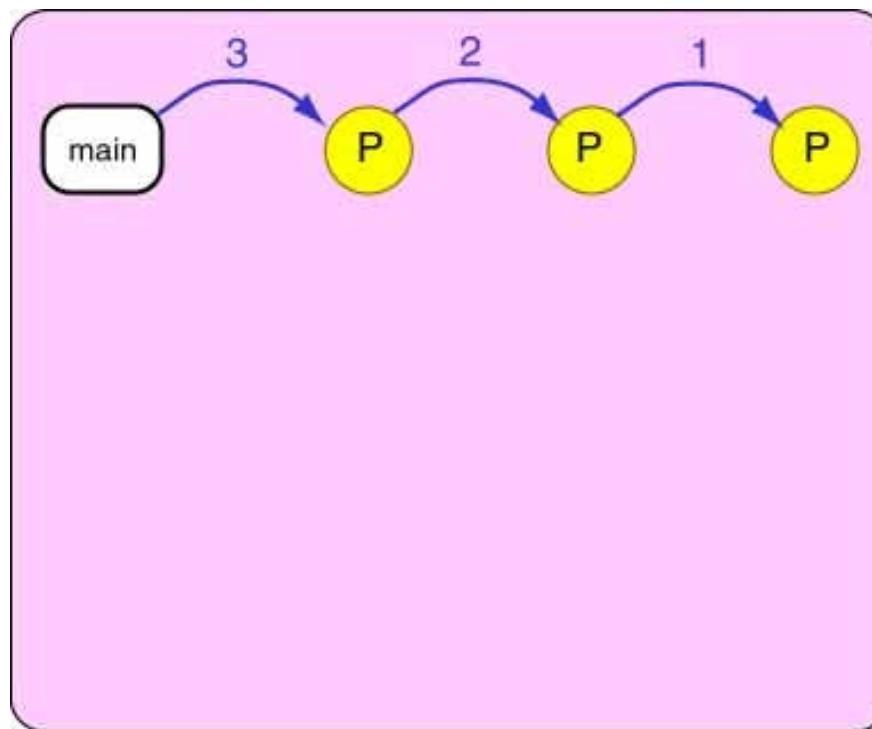
```
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    if (N==1):
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    else:
        return Pyramid(N-1) + Triangle(N)
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def Triangle(N):
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    else:
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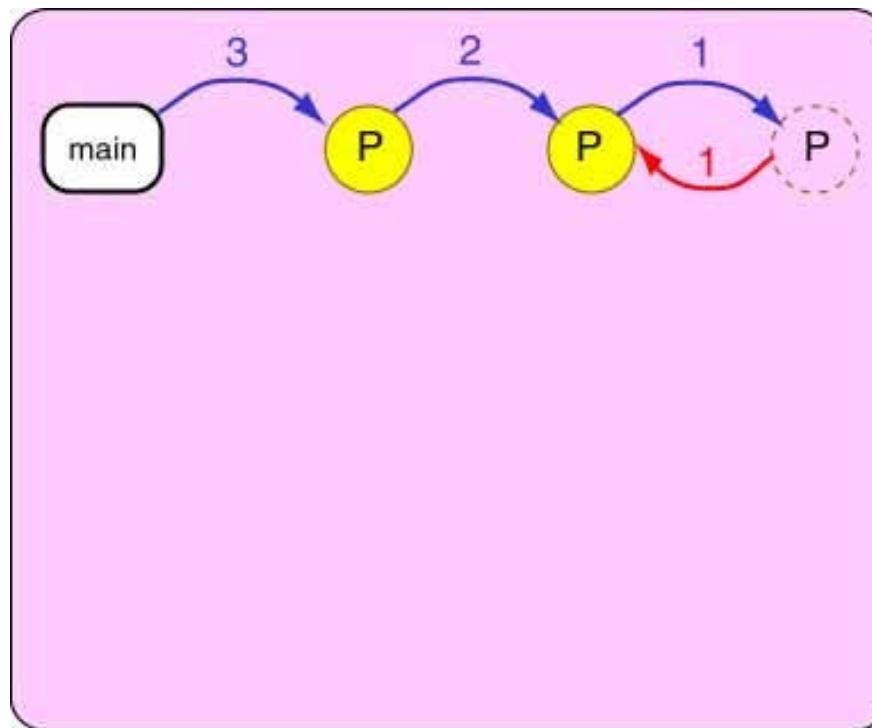
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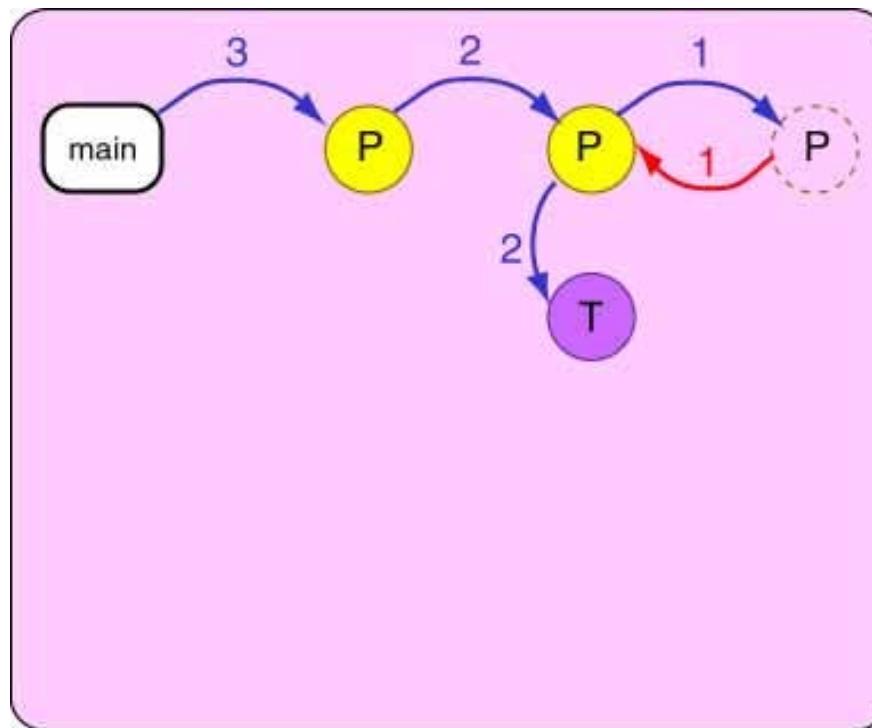
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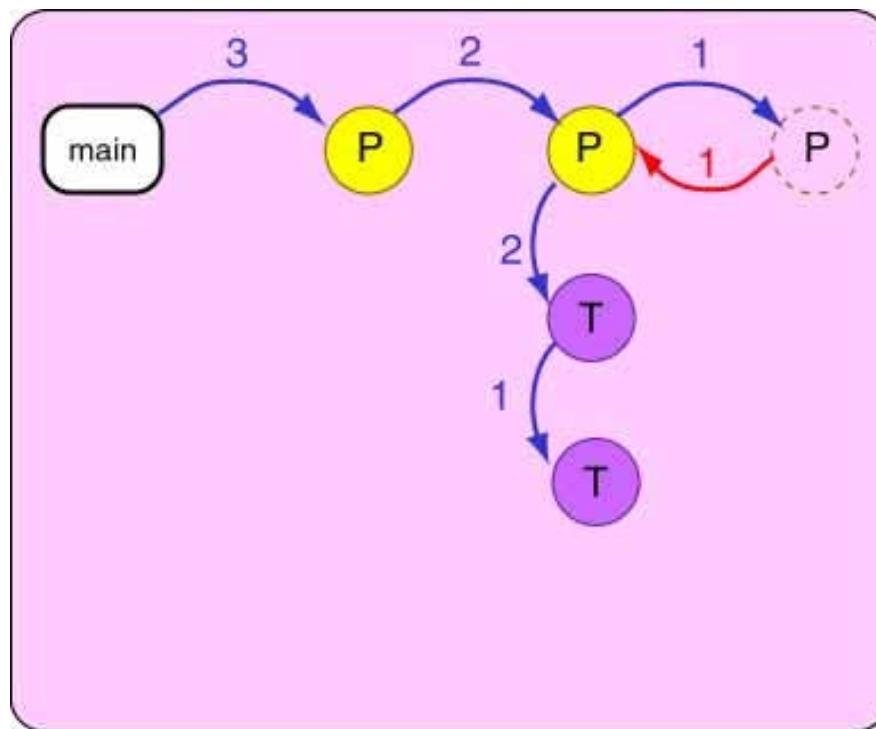
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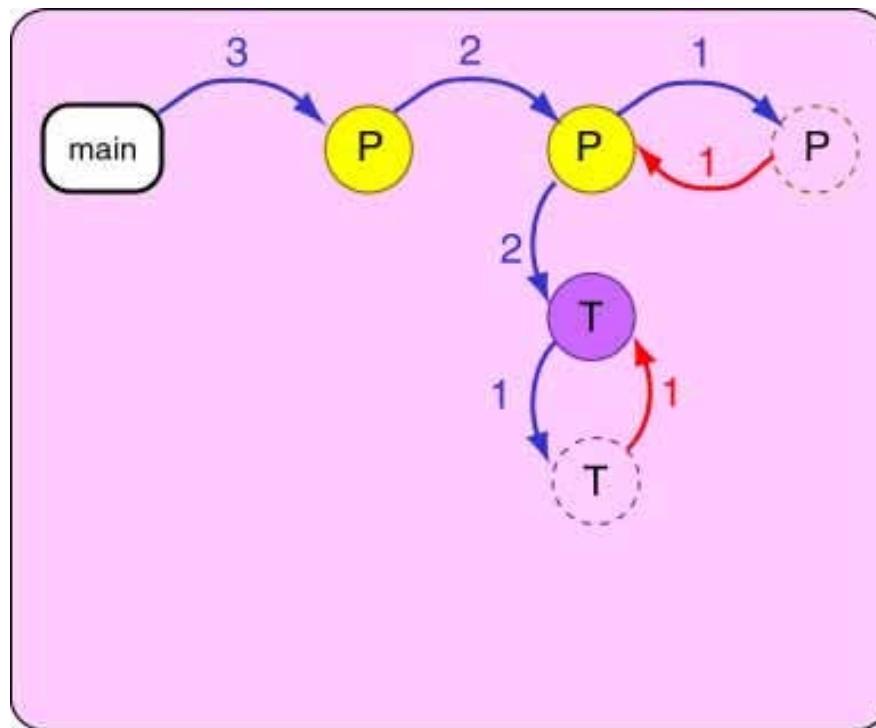
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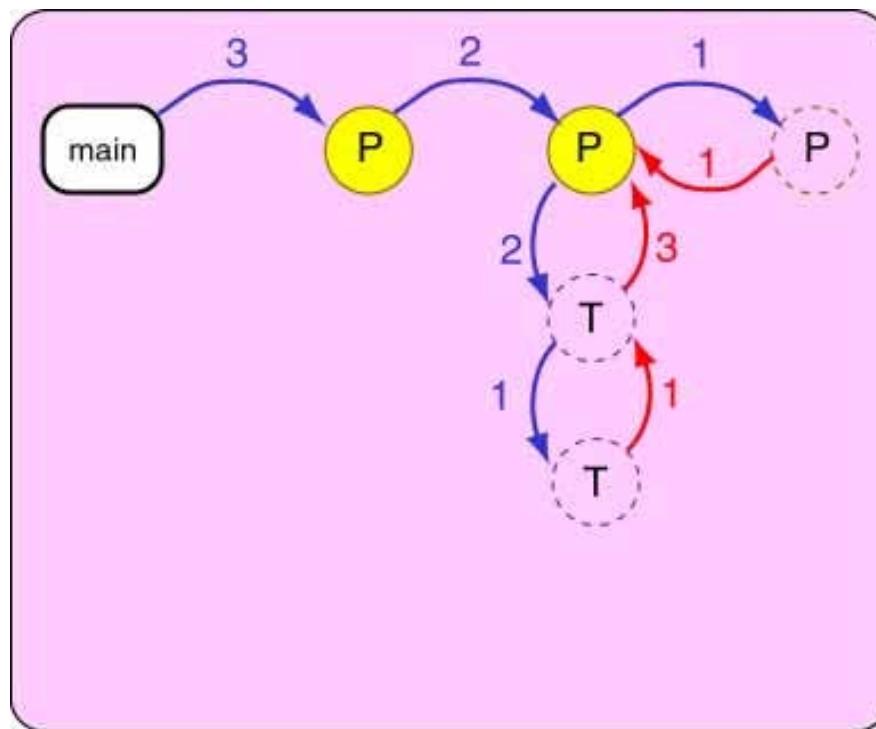
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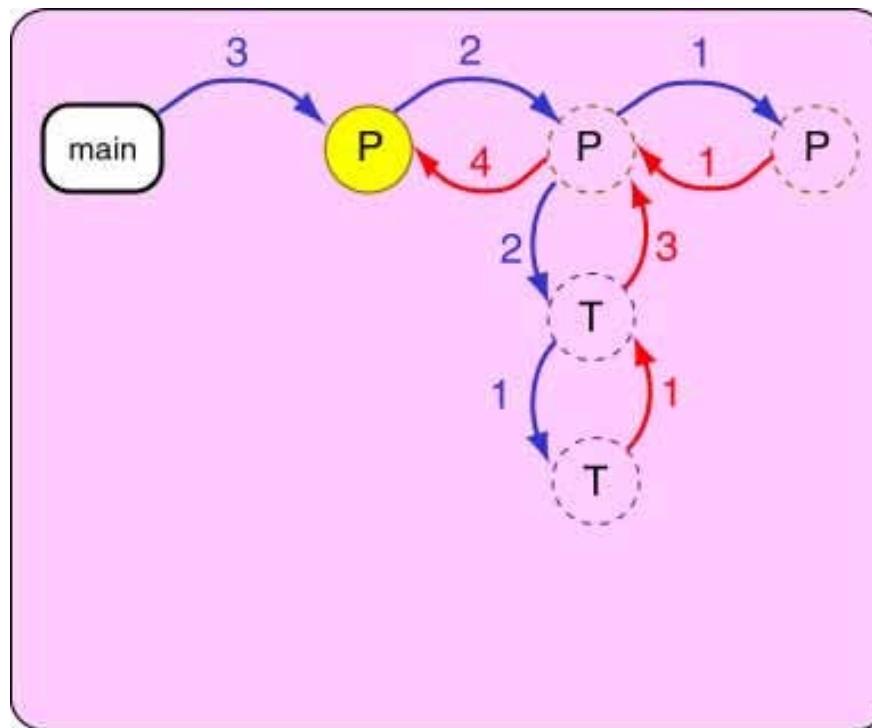
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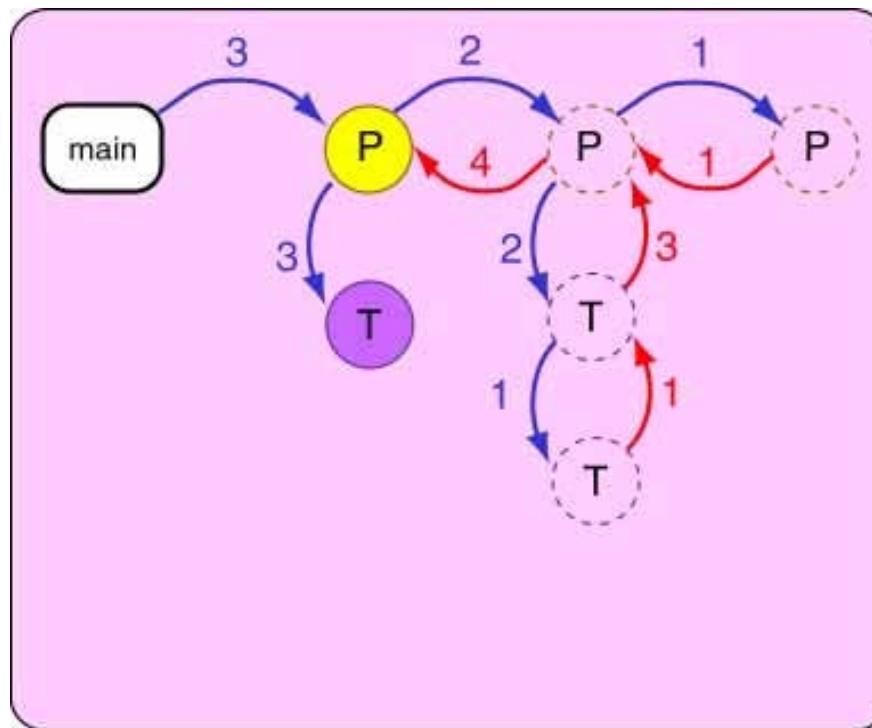
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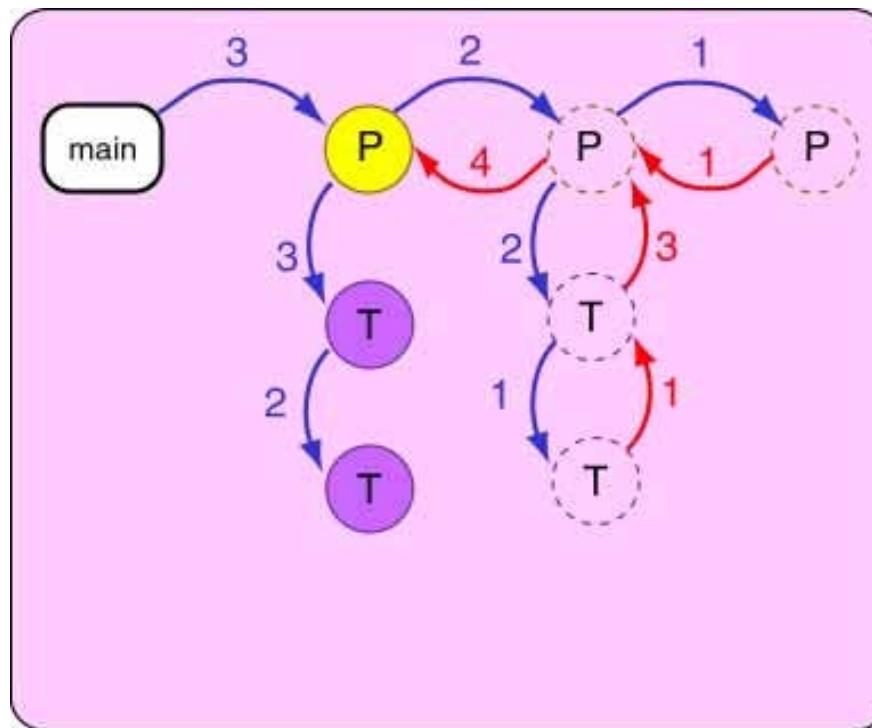
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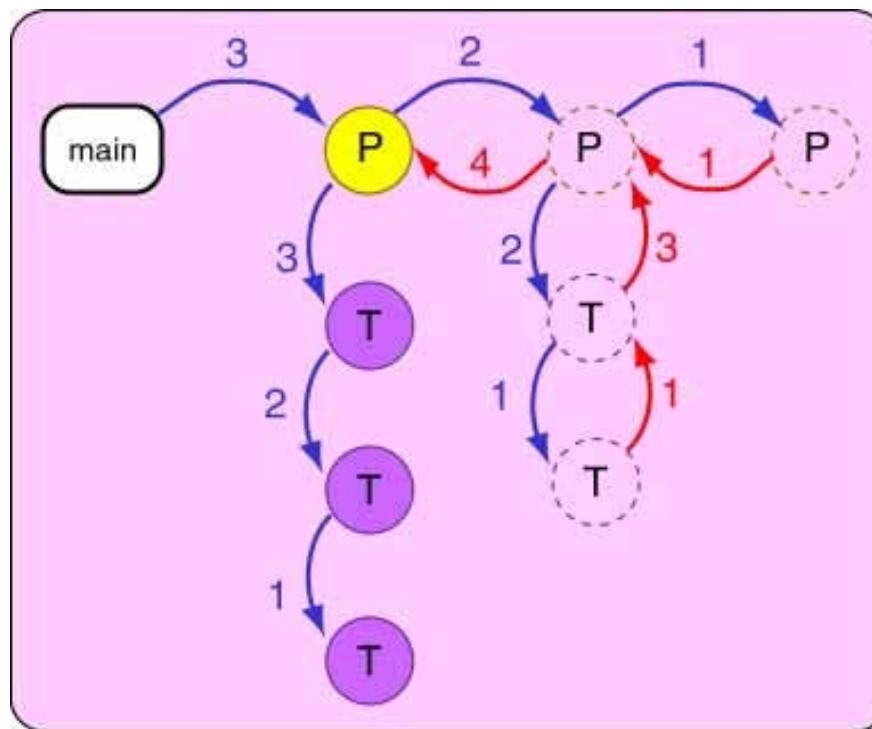
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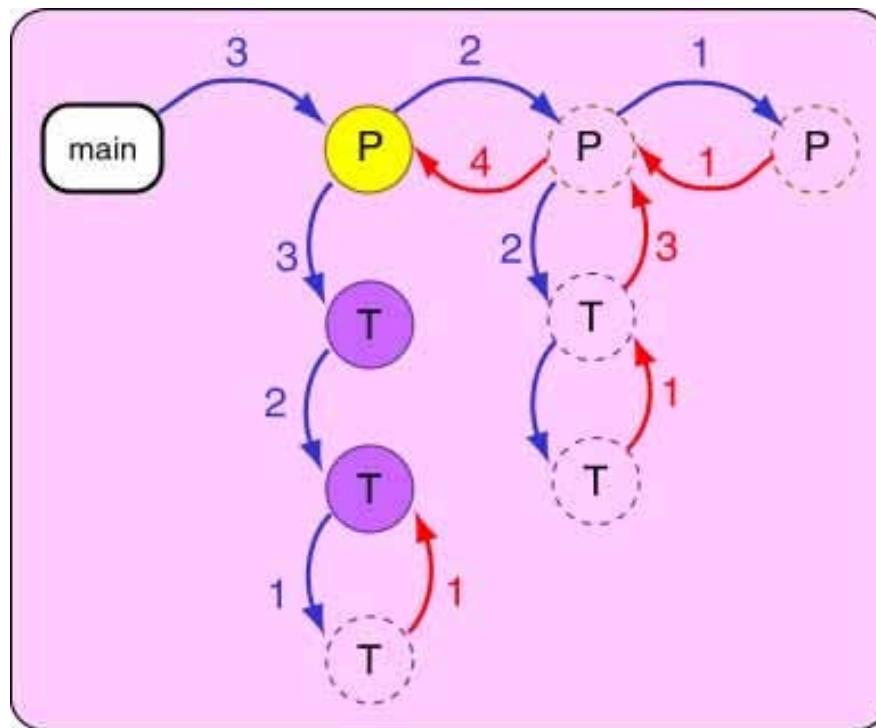
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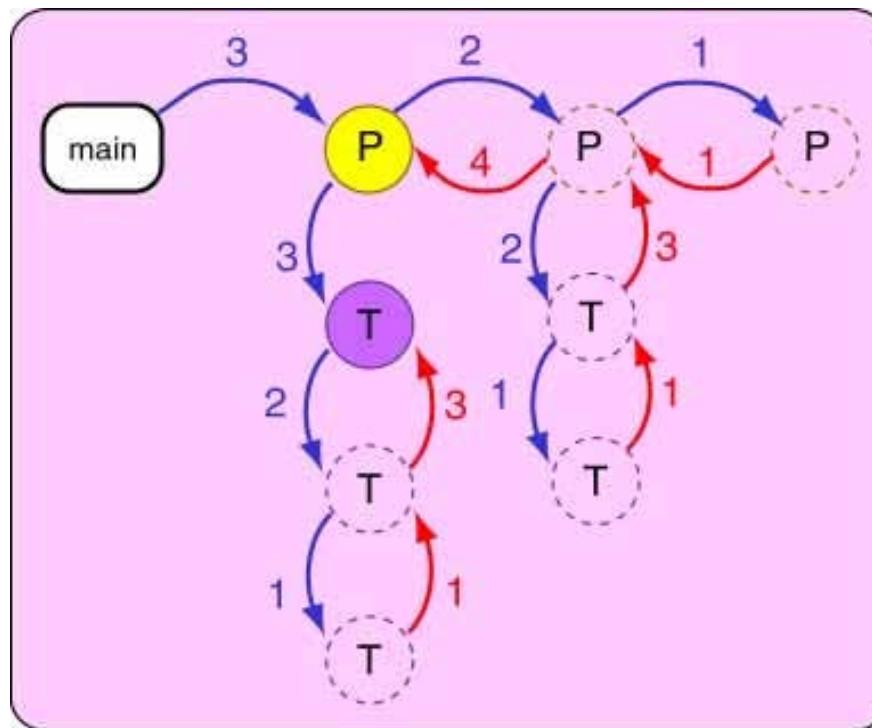


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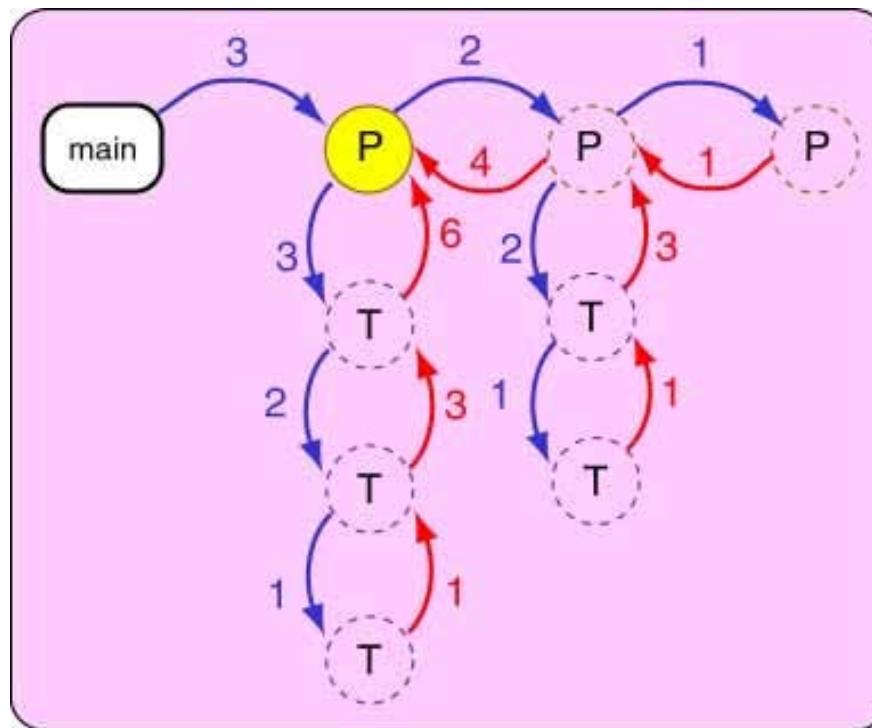


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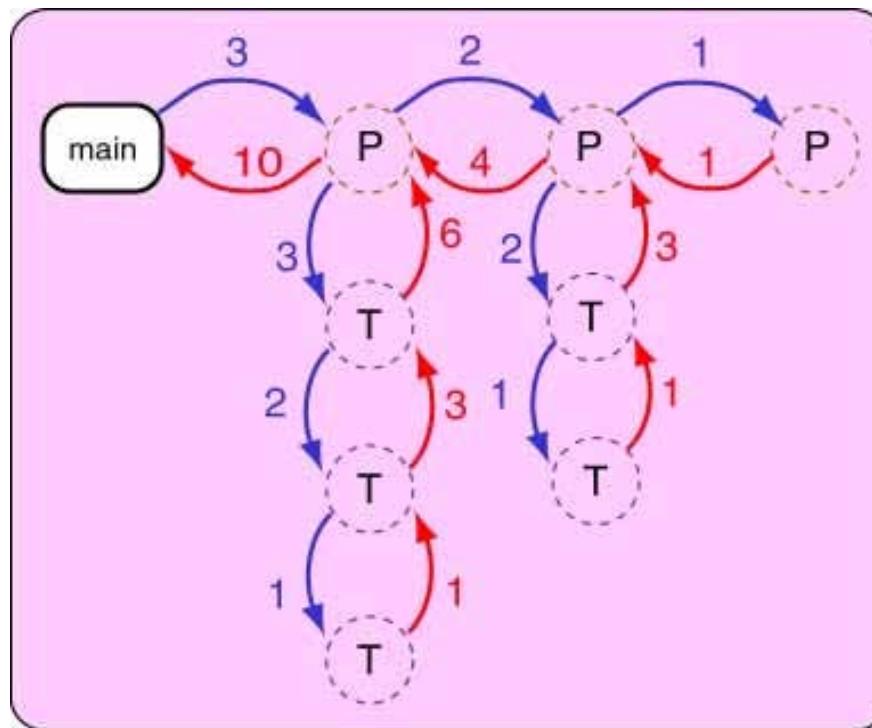


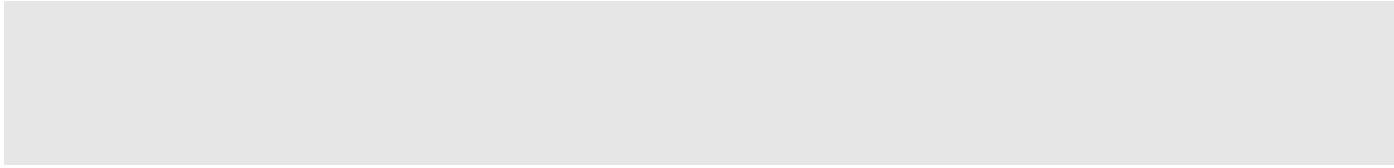
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End of Chapter