

i) WAP in C to find factorial of n using recursion.

```
#include <stdio.h>
int fact (int n)
{
    if (n == 0)
        return 1;
    return n * fact (n - 1);
}

int main()
{
    int n;
    printf ("Enter the value of n: ");
    scanf ("%d", &n);
    printf ("The factorial of %d = %d \n", n, fact (n));
    return 0;
}
```

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Output:-

Enter the value of n :

7

The factorial of 7 = 5040

(Desired output)

(Actual output)

(Output is 14700)

(Expected output)

(Actual output)

(Output is 14700)

2) WAP in C to display n fibonacci numbers using recursion.

```
#include <stdio.h>
int fib(int n)
{
    if (n == 0)
        return 0;
    if (n == 1)
        return 1;
    return fib(n-1) + fib(n-2);
}

int main()
{
    int i, n;
    printf ("ENTER N : ");
    scanf ("%d", &n);
    printf ("%d FIBONACCI NUMBERS ARE : ", n);
    for (i = 0; i < n; i++)
    {
        printf ("fib (%d) = %d\n", i, fib(i));
    }
    return 0;
}
```

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Output:-

Enter N:

9

9 FIBONACCI NUMBERS ARE:-

$$\text{fib}(0) = 0$$

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

$$\text{fib}(2) = 1$$

$$\text{fib}(3) = 2$$

$$\text{fib}(4) = 3$$

$$\text{fib}(5) = 5$$

$$\text{fib}(6) = 8$$

$$\text{fib}(7) = 13$$

$$\text{fib}(8) = 21$$

3) Write a C program to find GCD of two nos. using recursion.

```
#include <stdio.h>
int gcd(int m, int n)
{
    if (n==0)
        return m;
    if (m<n)
        return gcd (n,m);
    return gcd (n, m-n);
}

int main()
{
    int m, n, res;
    printf ("ENTER VALUE OF M&N : \n");
    scanf ("%d %d", &m, &n);
    res = gcd (m,n);
    printf ("gcd (%d, %d) = %d \n", m, n, res);
    return 0;
}
```

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Basic Maths

Output:-

ENTER VALUE OF M & N:

24 81

$$\text{gcd}(24, 81) = 3$$

4) Write C program to search key element using binary recursive search.

```
#include<stdio.h>
void binary-search(int[], int, int, int);
void bubble-sort(int[], int);
int main()
{
    int key, size, i;
    int list[25];
    printf("ENTER LIMIT:");
    scanf("%d", &size);
    printf("ENTER ELEMENTS:\n");
    for(i=0; i<size; i++)
    {
        scanf("%d", &list[i]);
    }
    bubble-sort(list, size);
    printf("\n");
    printf("ENTER ELEMENT TO SEARCH:\n");
    scanf("%d", &key);
    binary-search(list, 0, size, key);
    return 0;
}
void bubble-sort(int list[], int size)
```

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```

int temp, i, j;
for (i = 0; i < size; i++)
{
    for (j = i + 1; j < size; j++)
        if (list[i] > list[j])
        {
            temp = list[i];
            list[i] = list[j];
            list[j] = temp;
        }
}
}

void binary_search (int list[], int lo, int hi, int key)
{
    int mid;
    if (lo > hi)
    {
        printf (" ELEMENT NOT FOUND \n");
        return;
    }
    mid = (lo + hi) / 2;
    if (list[mid] == key)
        printf (" ELEMENT FOUND \n");
    else if (list[mid] > key)
        binary_search (list, lo, mid - 1, key);
    else if (list[mid] < key)
        binary_search (list, mid + 1, hi, key);
}

```

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Output:-

ENTER LIMIT: 4

ENTER ELEMENTS:

87

903

65

11

ENTER ELEMENT TO SEARCH:

903

ELEMENT FOUND

ENTER LIMIT: 2

ENTER ELEMENTS:

97

88

ENTER ELEMENT TO SEARCH:

109

ELEMENT NOT FOUND

5)

TOWER OF HANOI

```

#include <stdio.h>
void towers( int, char, char, char);
int main()
{
    int num;
    printf("Enter the number of disks:");
    scanf("%d", &num);
    printf("The sequence of moves involved in the Tower of Hanoi are:-\n");
    towers( num, 'S', 'T', 'D');
    return 0;
}

void towers( int num, char S, char T, char D)
{
    if (num==1)
    {
        printf("In Move disk 1 from peg '%c' to peg '%c'", S, D);
        return;
    }
    towers( num-1, S, D, T);
    printf("In Move disk %d from peg '%c' to peg '%c';", num, S, D);
    towers( num-1, T, S, D);
}

```

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Output:-

Enter the number of disks: 4
The sequence of moves involved in the Tower of Hanoi are:

Move disk 1 from peg S to peg T

Move disk 2 from peg S to peg D

Move disk 1 from peg T to peg D

Move disk 3 from peg S to peg T

Move disk 1 from peg D to peg S

Move disk 2 from peg D to peg T

Move disk 1 from peg S to peg T

Move disk 4 from peg S to peg D

Move disk 1 from peg T to peg D

Move disk 2 from peg T to peg S

Move disk 1 from peg D to peg S

Move disk 3 from peg T to peg D

Move disk 1 from peg S to peg T

Move disk 2 from peg S to peg D