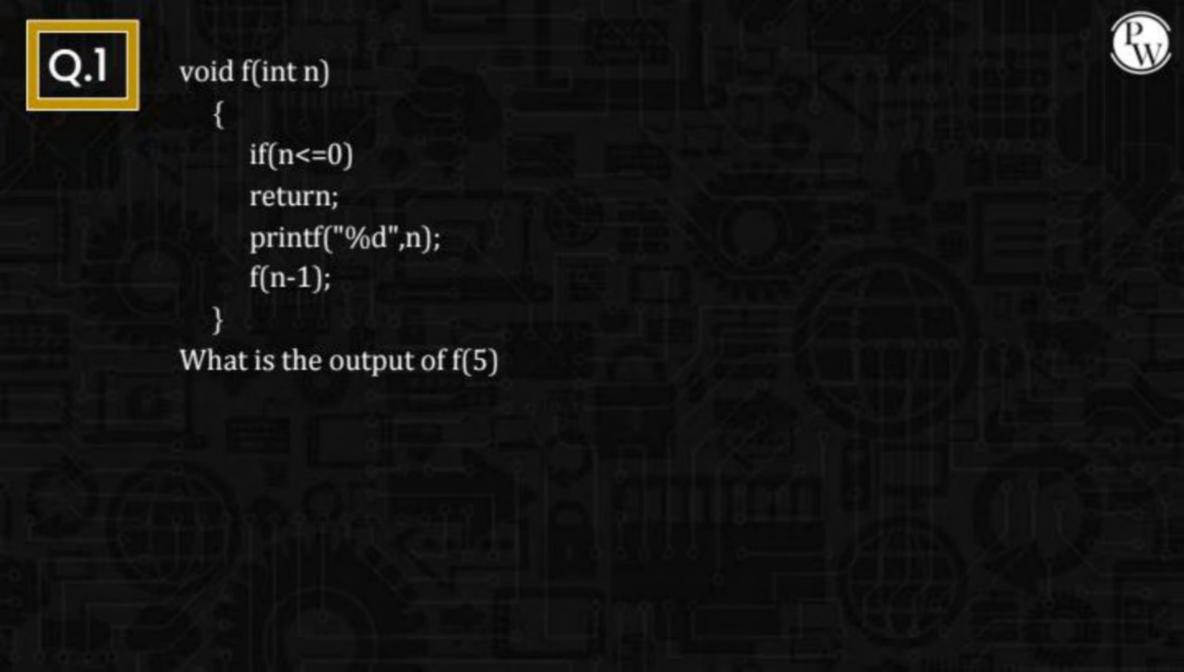


Functions and Storage Classes Lec-07



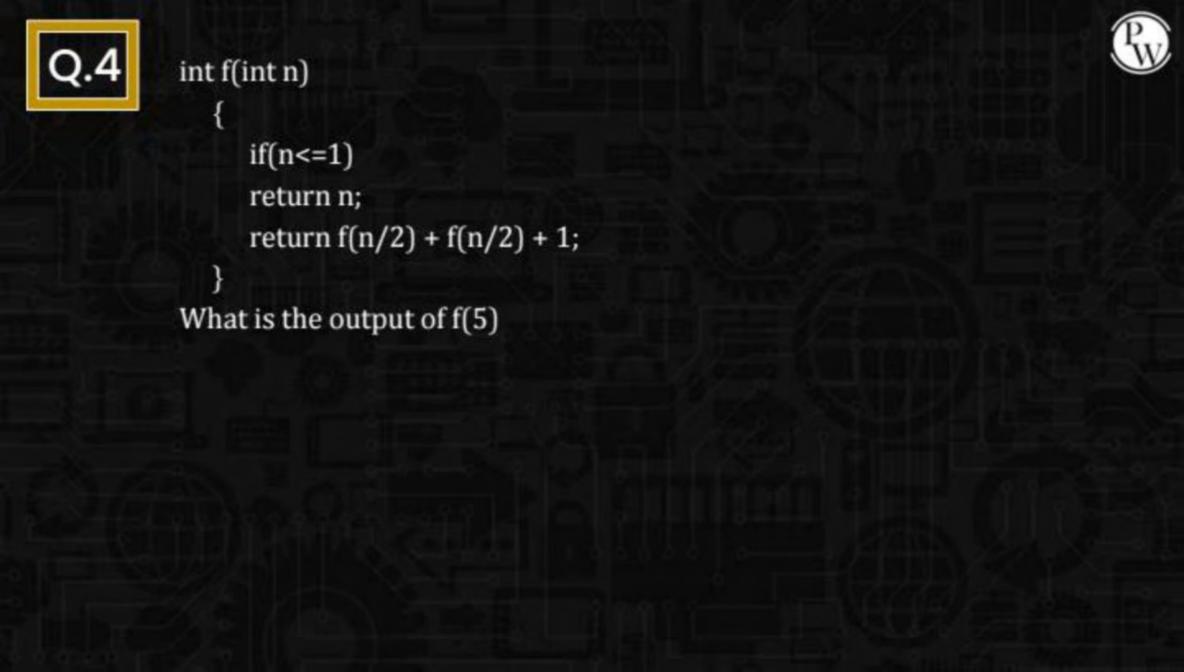
By- Pankaj Sharma sir

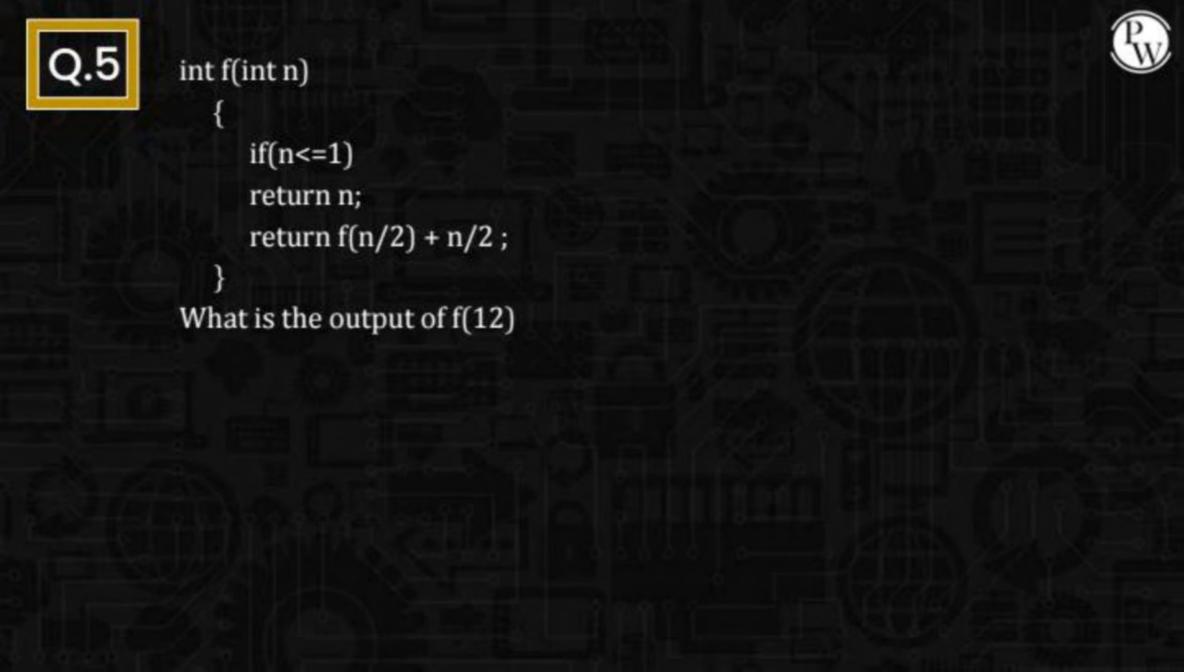


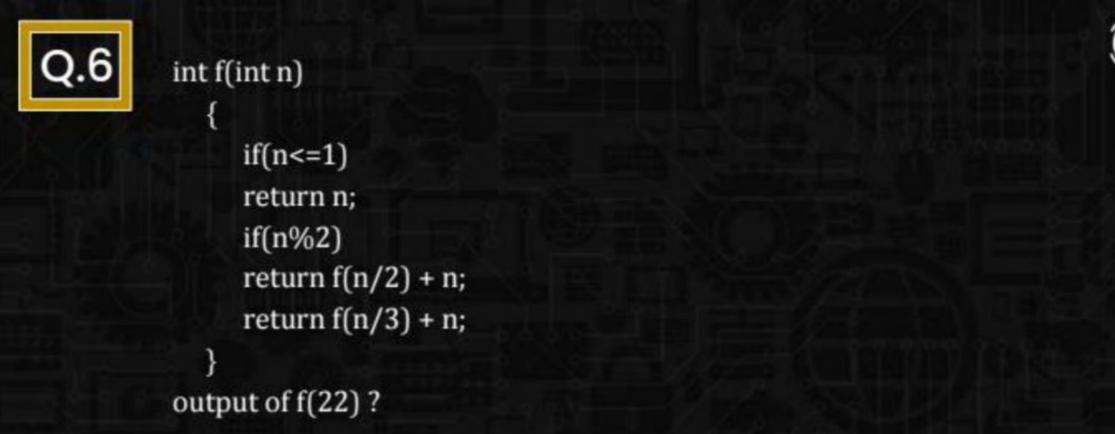


```
void f(int n)
     if(n \le 0)
     return;
     f(n-1);
     printf("%d",n);
     f(n-1);
What is the output of f(4)
```

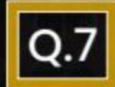






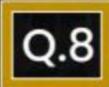






```
Consider the code:
/* Assume that n>=0 */
void fun(int n)
     if(n==0)
     return 0;
     fun(n/2);
     printf("%d",n%2);
output of f(11)?
```





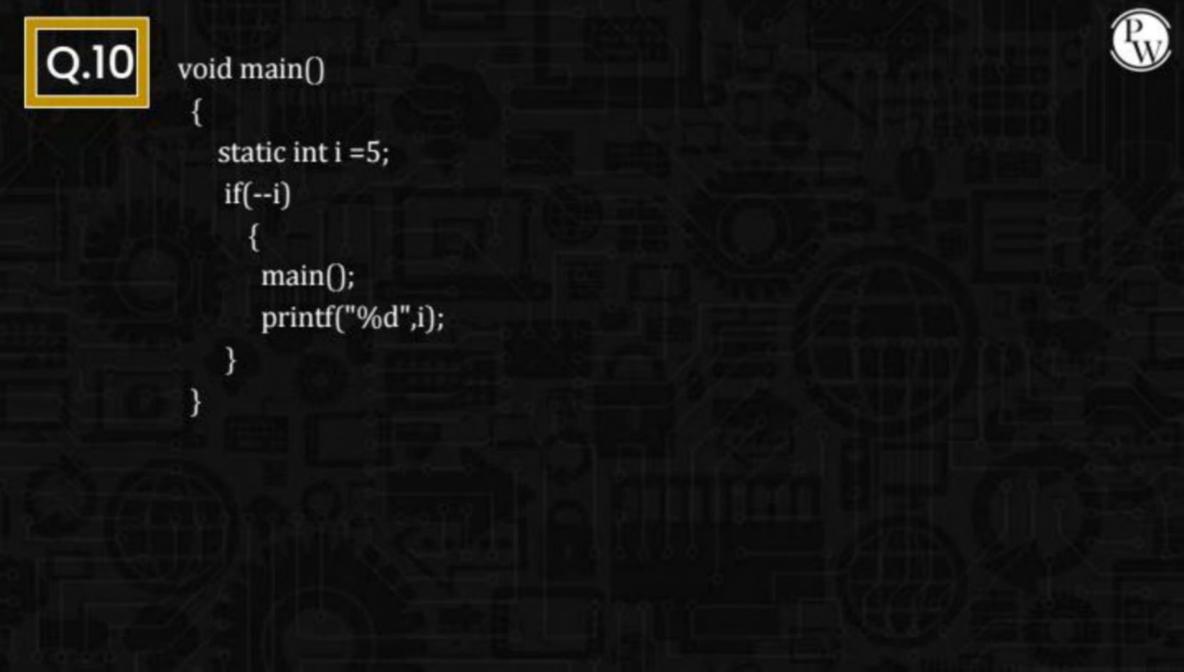


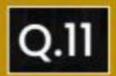
8,4,0,2,0

2,0,4,8,0

```
Consider the following C program:
void foo(int n, int sum) {
  int k=0,j=0;
                                  8, 4, 0, 2, 14
  if(n==0)
                            A.
  return;
  k=n%10;
                                  2,0,4,8,14
  j=n/10;
  sum=sum + k;
  foo(j,sum);
  printf("%d",k);
void main(){
int a=2018,sum=0;
foo(a,sum);
printf("%d",sum);
Output?
```







```
predict the output
int fun(int x)
                                      10
                               A.
     if(x\%2==0)
                                     12
     return fun(fun(x-1));
  else
     return(x++);
int main()
```

printf("%d",f(12));

getchar();

return 0;



B. 11

D. None of these

```
Q.12
```

```
int fun(int a,int b)
                                      12
    if(b==0)
    return 0;
                                     64
    if(b\%2==0)
    return fun(a+a,b/2);
    return fun(a+a,b/2) + a;
int main()
    printf("%d",fun(4,3));
    getchar();
    return 0;
```



B. 81

D. 8

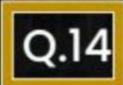
### Consider the following C function:

```
(Pw
```

```
int f(int n)
                                 A.
   static int r=0;
                                       9
  if(n \le 0)
  return 1;
  if(n<3)
     r=n;
     return f(n-2) + 2;
   return f(n-1) + r;
what is the value of f(5)
```

B. 7

D. 18





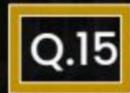
```
Consider the following recursive C function
unsigned int foo(unsigned int n, unsigned int r)
  if(n>0)
  return (n\%r) + foo(n/r, r);
else
  return 0;
output of foo(513,2)
```

A. 9

3.

C.

0.



Which of the following statements is/are valid?

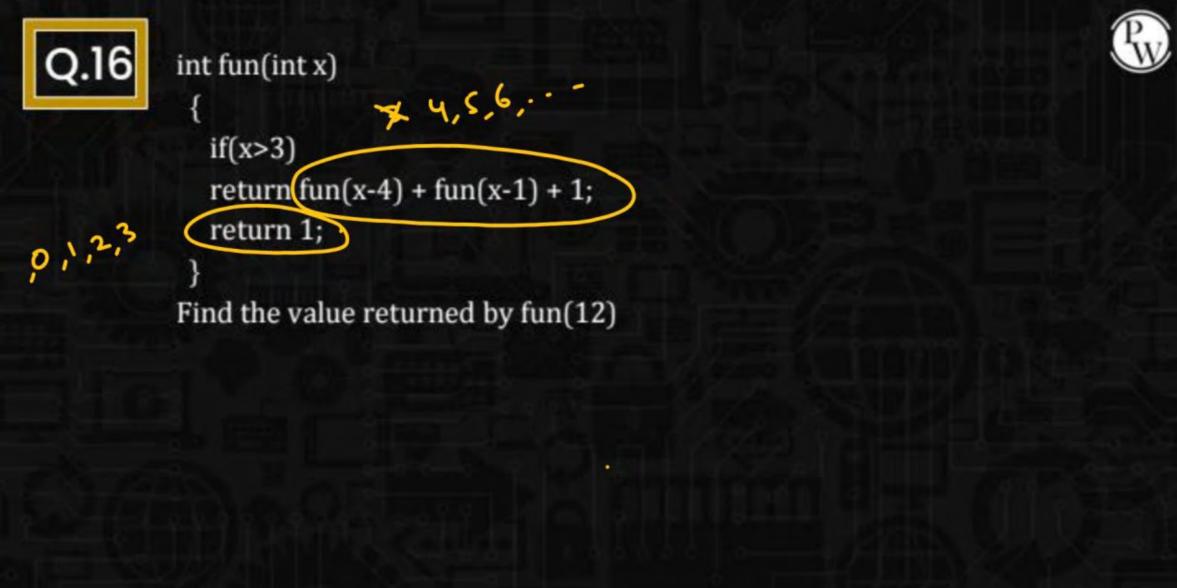


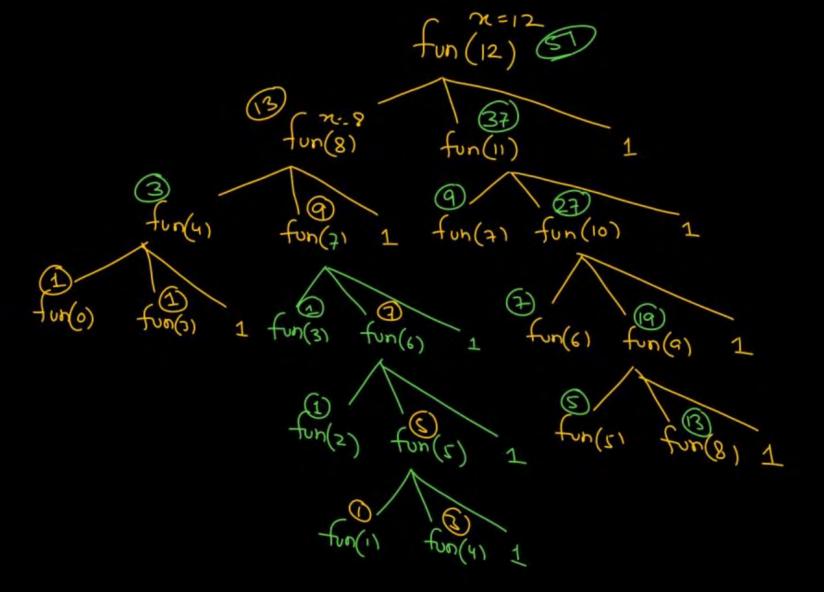
A. return a+b;

B. return a,b,c;

c. return (a,b,c);

D. All of them





$$fun(0) = 1$$

$$fun(1) = 1$$

$$fun(2) = 1$$

$$fun(3) = 1$$

$$fun(3) = 1$$

$$fun(3) = fun(3) + 1 = 3$$

$$fun(5) = fun(1) + fun(3) + 1 = 5$$

$$fun(6) = fun(2) + fun(5) + 1 = 7$$

$$fun(8) = fun(3) + fun(6) + 1 = 9$$

$$fun(8) = fun(3) + fun(6) + 1 = 19$$



## Predict output of following program

else return 2\*fun(n+1);

printf("%d ", fun(2));

```
#include <stdio.h>
int fun(int n)
```

if (n == 4)

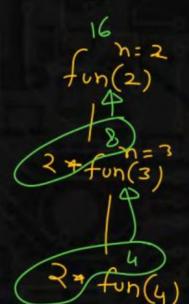
return n;

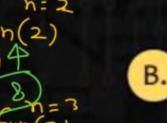
return 0;

int main()

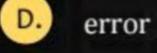


16





8

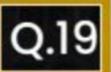




Consider the following recursive function fun(x, y). What is the value of fun(4, 3)



```
fun(4,3)
                                        13
int fun(int x, int y)
  if (x == 0)
  return y;
  return fun(x - 1, x + y);
```



What does the following function do?

```
int fun(int x, int y)
  if (y == 0) return 0;
  return (x + fun(x, y-1));
```







#### What does fun2() do in general?

3-4 min



```
int fun(int x, int y)
{
    if (y == 0) return 0;
    return (x + fun(x, y-1));
}
```

```
A.
```

D. 
$$pow(y, x)$$

```
int fun2(int a, int b)
{
   if (b == 0) return 1;
   return fun(a, fun2(a, b-1));
}
```





```
int fun(int x, int y)
{
   if (y == 0) return 0;
   return (x + fun(x, y-1));
}
```

```
A.
```



pow(x, y)

pow(y, x)

```
int fun2(int a, int b)
{
   if (b == 0) return 1;
   return fun(a, fun2(a, b-1));
}
```

#### Output of following program?





```
#include<stdio.h>
void print(int n){
 if (n > 4000)
  return;
  printf("%d ", n); ✓
  print(2*n); \sim
  printf("%d ", n);
int main()
  print(1000);
  getchar();
  return 0;
```



1000 2000 4000



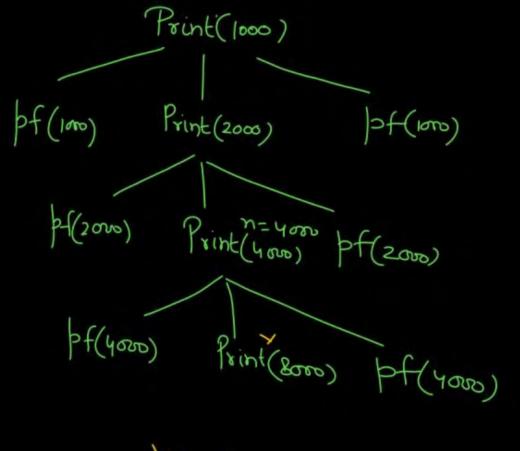
1000 2000 4000 4000 2000 1000



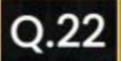
1000 2000 4000 2000 1000



1000 2000 2000 1000



1000 5000 dags navo 5 avo 1000





```
if (n == 0 || n == 1) fon(1) = 1

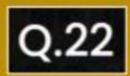
return n;

if (n\%3 != 0)

return 0;

return fun(n/3);
```

- A. It returns 1 when n is a multiple of 3 otherwise returns 0
- B. It returns 1 when n is a power of 3, otherwise returns 0
- C. It returns 0 when n is a multiple of 3, otherwise returns 1
- D. It returns 0 when n is a power of 3, otherwise returns 1



```
Pw
```

```
if (n == 0 || n == 1) fon (1) = 1

return n;

fon (6) = fon(2) = 0

return 0;

return (n/3);

}
```

- A. It returns 1 when n is a multiple of 3, otherwise returns 0
- B. It returns 1 when n is a power of 3, otherwise returns 0
- C. It returns 0 when n is a multiple of 3, otherwise returns 1
- D. It returns 0 when n is a power of 3, otherwise returns 1

```
if (n == 0 || n == 1) fon (1) = 1

return n;

if (n\%3!=0) fon (6) = fon(2) = 0

fon (5) = 0

fon (9) = fon(3) = fon(1) = 1
```

fun 
$$(3^{k}) = fun(3^{k+1}) = fun(3^{k+2})$$
  
= -···fun(3')  
= fun(1)  
= 1

- A. It returns 1 when n is a multiple of 3, otherwise returns 0
- B. It returns 1 when n is a power of 3, otherwise returns 0
- C. It returns 0 when n is a multiple of 3, otherwise returns 1
- D. It returns 0 when n is a power of 3, otherwise returns 1

```
if (n == 0 || n == 1)

return n;

\int_{\text{return 0}}^{\text{fun(2)}} = 0
\int_{\text{return 0}}^{\text{fun(3)}} = \int_{\text{fun(1)}}^{\text{fun(2)}} = 0
\int_{\text{return fun(n/3)}}^{\text{fun(3)}} = \int_{\text{fun(4)}}^{\text{fun(4)}} = 0
```

fun 
$$(3^{k}) = fun(3^{k+1}) = fun(3^{k+2})$$
  
= -- · ·fun(3')  
= fun(1)  
= 1

- A. It returns 1 when n is a multiple of 3, otherwise returns 0
- B. It returns 1 when n is a power of 3, otherwise returns 0
- C. It returns 0 when n is a multiple of 3, otherwise returns 1
- D. It returns 0 when n is a power of 3, otherwise returns 1

#### Predict the output of following program



```
#include <stdio.h>
                                      Stack Overflow
int f(int n)
  if(n \le 1)
    return 1;
  if(n\%2 == 0)
    return f(n/2);
  return f(n/2) + f(n/2+1);
int main()
  printf("%d", f(11));
  return 0;
```

```
Q.24
```

Consider the following C function:

```
( £234
```



```
int f(int n)
                                A.
                                                              В.
                                                                   6
 static int i = 1;
                                         n=n+i
                                                                   8
                                                  1+1
 if (n \ge 5)
   return n;
 n = n+i;
                                          n=n+i
                                                     1++
                      recursion + static
                                                            f(4)
 i++;
 return f(n);
                                                             (++
                                                 かこから
```

The value returned by f(1) is

Consider the following C function. int fun (int n)

26

int x=1, k; 51 if (n==1) return x; for (k=1; k<n; ++k) x = x + fun(k) \* fun(n - k);return x; The return value of fun(5) is

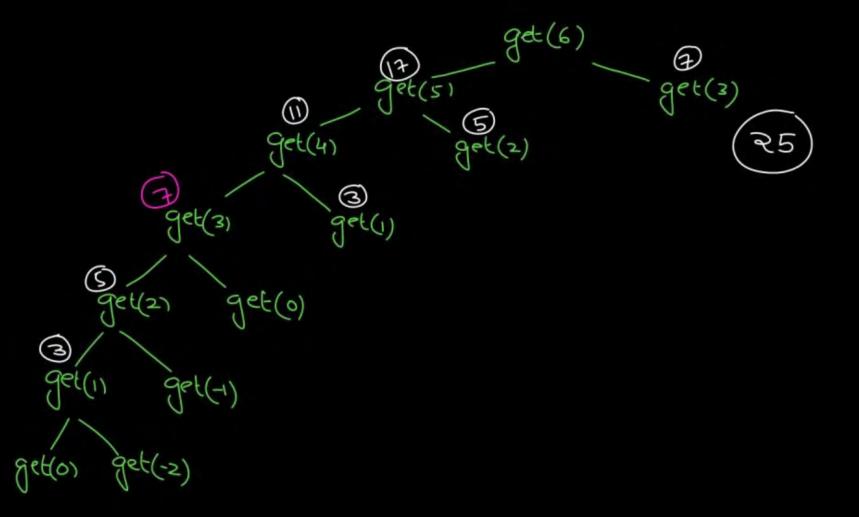
Consider the following recursive C function. If get(6) function is being called in main() then how many times will the get() function be invoked before returning to the main()?

```
get(0), get(-1), get(-2) => No firsther call PYQ
void get (int n)
                    A Every roc. call
 if (n < 1) return;
 get(n-1);
get(n-3);
 printf("%d", n);
```

15

35

45



What will be the output of the following C program?





```
void count(int n)
  static int d = 1;

    printf("%d ", n);

① printf("%d ", d);
  if(n > 1) (count(n-1);
printf("%d", d);
int main()
```

count(3);



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В.

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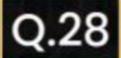
3122134

D.

3121112

Count(3) 1234  $\sim N = 2$ Pf(3) pf (1) a++ pf(a) Count(1) pf(2) Þf(2)/ 9++ þf(9) 444 pf(1) þf(3) pf(a) d++

312 213 444



What will be the output of the C program?

```
#include<stdio.h>
```

```
int main()
  function();
 return 0;
void function()
 printf("Function in C is awesome");
```

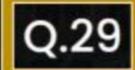
A. Function in C is awesome

B. no output

C. Runtime error

D. Compilation error





What will be the output of the C program?

```
#include<stdio.h>
```

```
int main()
```

```
main();
return 0;
```

- A. Runtime error
- (c.) 0

- B. Compilation error
- D. None of these



8 lecture & Array, Painter

North pouts

C+ DS

Ly 10-11 mapper



