RECURSION, TREE RECURSION AND DATA ABSTRACTION

COMPUTER SCIENCE MENTORS CS 61A

February 18, 2019 to February 20, 2019

1 Recursion

1. Write a function is_sorted that takes in an integer n and returns true if the digits of that number are nondecreasing from right to left.

```
def is_sorted(n):
    """
    >>> is_sorted(2)
    True
    >>> is_sorted(22222)
    True
    >>> is_sorted(9876543210)
    True
    >>> is_sorted(9087654321)
    False
    """
```

```
Solution:
    right_digit = n % 10
    rest = n // 10
    if rest == 0:
        return True
    elif right_digit > rest % 10:
        return False
    else:
        return is_sorted(rest)
```

2. (Spring 2015 MT1 Q3C) Implement the combine function, which takes a non-negative integer n, a two-argument function f, and a number result. It applies f to the first digit of n and the result of combining the rest of the digits of n by repeatedly applying f (see the doctests). If n has no digits (because it is zero), combine returns result.

```
Solution:
def combine(n, f, result):
    if n == 0:
        return result
    else:
        return combine(n // 10, f, f(n % 10, result))
```

2 Tree Recursion

1. Mario needs to jump over a series of Piranha plants, represented as a string of 0's and 1's. Mario only moves forward and can either *step* (move forward one space) or *jump* (move forward two spaces) from each position. How many different ways can Mario traverse a level without stepping or jumping into a Piranha plant? Assume that every level begins with a 1 (where Mario starts) and ends with a 1 (where Mario must end up).

Hint: Does it matter whether Mario goes from left to right or right to left? Which one is easier to check?

def	<pre>mario_number(level): """</pre>
	Return the number of ways that Mario can traverse the level, where Mario can either hop by one digit or two digits each turn. A level is defined as being an integer with digits where a 1 is something Mario can step on and 0 is something Mario cannot step on. >>> mario_number(10101) 1
	>>> mario_number(11101) 2
	>>> mario_number(100101) 0
	if:
	elif:
	else:

Solution: def mario number(level): Return the number of ways that mario can traverse the level where mario can either hop by one digit or two digits each turn a level is defined as being an integer where a 1 is something mario can step on and 0 is something mario cannot step on. >>> mario_number(10101) >>> mario_number(11101) 2. >>> mario number(100101) 11 11 11 **if** level == 1: return 1 **elif** level % 10 == 0: return 0 else: return mario_number(level // 10) + mario_number((level // 10) // 10)

2. James wants to print this week's discussion handouts for all the students in CS 61A. However, both printers are broken! The first printer only prints multiples of n pages, and the second printer only prints multiples of m pages. Help James figure out whether or not it's possible to print exactly total number of handouts!

```
Solution:
def has_sum(total, n, m):
    if total == 0: # (total == n or total == m) works too
        except when total equals 0
        return True
    elif total < 0: # (total < min(n1, n2)) works given
        alternate base case
        return False
    return has_sum(total - n, n, m) or has_sum(total - m, n, m)</pre>
```

3. The next day, the printers break down even more! Each time they are used, the first printer prints a random x copies $50 \le x \le 60$, and the second printer prints a random y copies $130 \le y \le 140$. James also relaxes his expectations: he's satisfied as long as there's at least lower copies so there are enough for everyone, but no more than upper copies to prevent waste.

```
Solution:
def sum_range(lower, upper):
    def copies(pmin, pmax):
        if lower <= pmin and pmax <= upper:
            return True
        elif upper < pmin:
            return False
        return copies(pmin + 50, pmax + 60) or copies(pmin + 130, pmax + 140)
        return copies(0, 0)</pre>
```

3 Data Abstraction

1. The following is an **Abstract Data Type (ADT)** for elephants. Each elephant keeps track of its name, age, and whether or not it can fly. Given our provided constructor, fill out the selectors:

```
def elephant(name, age, can_fly):
    Takes in a string name, an int age, and a boolean can_fly.
    Constructs an elephant with these attributes.
    >>> dumbo = elephant("Dumbo", 10, True)
    >>> elephant_name(dumbo)
    "Dumbo"
    >>> elephant_age(dumbo)
    >>> elephant_can_fly(dumbo)
    True
    11 11 11
    return [name, age, can_fly]
def elephant_name(e):
 Solution:
     return e[0]
def elephant_age(e):
 Solution:
     return e[1]
def elephant_can_fly(e):
 Solution:
     return e[2]
```

2. This function returns the correct result, but there's something wrong about its implementation. How do we fix it?

```
def elephant_roster(elephants):
    """

    Takes in a list of elephants and returns a list of their
        names.
    """

    return [elephant[0] for elephant in elephants]
```

3. Fill out the following constructor for the given selectors.

```
def elephant(name, age, can_fly):
```

```
Solution:
    return [[name, age], can_fly]

def elephant_name(e):
    return e[0][0]

def elephant_age(e):
    return e[0][1]

def elephant_can_fly(e):
    return e[1]
```

4. How can we write the fixed elephant_roster function for the constructors and selectors in the previous question?

Solution: No change is necessary to fix elephant_roster since using the elephant selectors "protects" the roster from constructor definition changes.

5. **(Optional)** Fill out the following constructor for the given selectors.

```
def elephant(name, age, can_fly):
    """

>>> chris = elephant("Chris Martin", 38, False)
>>> elephant_name(chris)
    "Chris Martin"

>>> elephant_age(chris)
    38

>>> elephant_can_fly(chris)
    False
"""

def select(command)
```

```
Solution:
    if command == "name":
        return name
    elif command == "age":
        return age
    elif command == "can_fly":
        return can_fly
    return "Breaking abstraction barrier!"
```

```
return select
def elephant_name(e):
    return e("name")
def elephant_age(e):
    return e("age")
def elephant_can_fly(e):
    return e("can_fly")
```