

# TUTORIAL 5

BME 121 2016

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# Topics

- Recursion
- Software Testing
- Practice Problems for Midterm


# Recursion

- In math, we can sometimes have functions defined this way:

$$\begin{aligned}f(0) &= 0 \\f(1) &= 1 \\f(n) &= f(n-1) + f(n-2)\end{aligned}$$

- This is the **Fibonacci** sequence defined as a **recurrence relation**
  - Sequence: 0, 1, 1, 2, 3, 5, 8, 13, 21, 34, ...
- In computer code, we can also write methods using the principle of recursion
- Recursion**: process of repeating in a self-similar way.
- Recursive Methods**: a kind of method where it calls itself to solve a sub-problem.

```
int Fib(int n)
{
    if(n == 0 || n == 1) // base case
    {
        return n;
    }
    else // recursive case
    {
        return Fib(n - 1) + Fib(n - 2);
    }
}
```



Recursive Method Calls

- Note: we tend to write the code that will **stop repeated calls (base cases) first**, then the code that will cause repeated calls (recursive cases)

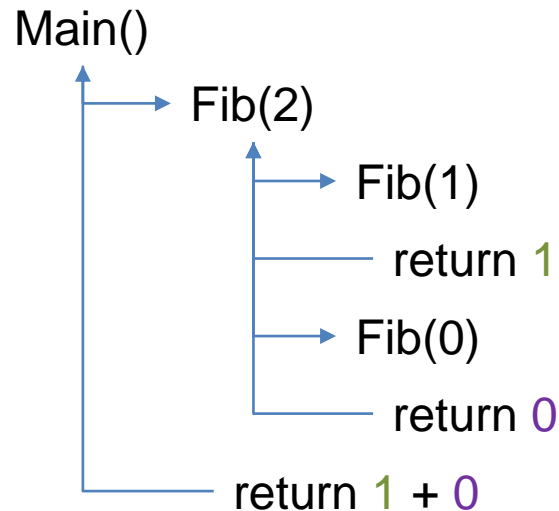
# Practice 1 – Recursion

- We have a type of triangle made of blocks, as follows:
  - The topmost row has 1 block.
  - The next row (row 2) has 2 blocks.
  - Row 3 has 3 blocks.
  - ...
- Write method `int Triangle(int r)` which recursively calculates the total number of blocks for a triangle that has `r` rows (assume `r >= 1`)
- Hint:
  - When solving a problem using recursion, think about the base case(s) and the recurrence relationship.
- Some problems are easier to solve by thinking of them as recursion problems, while others aren't so.

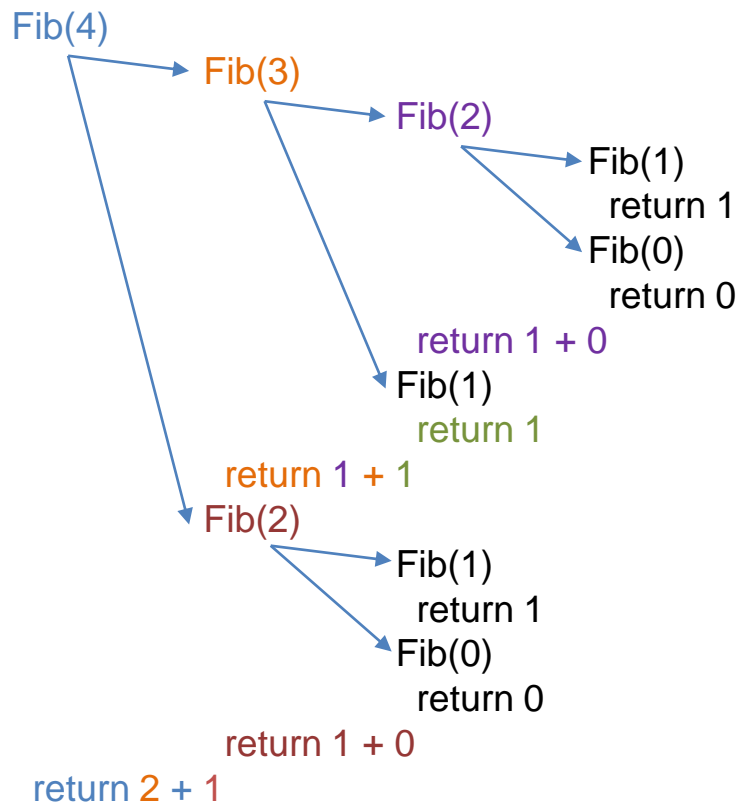
# Recursion – How the computer executes the methods

- Remember: Only 1 method is active at a time in a program.
- With Recursion, only 1 **copy** of a recursive method is active at a time. Each copy gets its own independent memory space for local variables.

```
int Fib(int n)
{
    if(n == 0 || n == 1) {
        return n;
    } else {
        return Fib(n - 1) + Fib(n - 2);
    }
}
```



# Recursion – How the computer executes the methods



- Recursive Fib is easy to code, but actually inefficient...
  - Fib(2) is calculated twice here
- For Fib(n), generally half the calculations are duplicates
- How can we make it more efficient?

# Recursion and Loops

Sequence: 0, 1, 1, 2, 3, 5, 8, 13, 21, 34, ...

- All recursion methods can be rewritten as loops, and vice versa

```
int Fib(int n)
{
    if(n == 0 || n == 1) {
        return n;
    } else {
        return Fib(n - 1) + Fib(n - 2);
    }
}
```

- The loop version is always more efficient, but not always straightforward to code

```
int Fib(int n)
{
    if(n == 0 || n == 1) {
        return n;
    } else {
        // store the last 2 values
        int nMinus1 = 1, nMinus2 = 0, result = 0;
        while(n >= 2) {
            // calculate the next value
            result = nMinus1 + nMinus2;
            // update the last 2 values
            nMinus2 = nMinus1;
            nMinus1 = result;
            n--;
        }
        return result;
    }
}
```

# Recursion and Loops

- All recursion methods can be rewritten as loops

```
int Factorial(int n)
{
    // Base Case
    if(n == 0)
        return 1;
    // Recursive Case
    else
        return n * Factorial(n - 1);
}
```

- $\text{Factorial}(0) = 1$
- $\text{Factorial}(1) = 1 * 1$
- $\text{Factorial}(2) = 2 * 1 * 1$
- $\text{Factorial}(3) = 3 * 2 * 1 * 1$
- ...

```
int Factorial(int n)
{
    int result = 1;
    // multiply every number from 1 to n
    for(int i = 1; i <= n; i++)
    {
        result *= i;
    }
    return result;
}
```



## Practice 2 – Recursion

- Here's the mathematical definition of a function that calculates the **greatest common divisor (gcd)** of two integers  $m$  and  $n$ , as a recurrence relation:

*Precondition:  $m \geq n > 0$*

$$\text{gcd}(m, n) = \begin{cases} n & \text{if } n \text{ divides } m \text{ with no remainder} \\ \text{gcd}(n, \text{remainder of } m \div n) & \text{otherwise} \end{cases}$$

- Write the method GCD: `int GCD(int m, int n)`
- Some expected answers:
  - `GCD(5, 3) == 1`
  - `GCD(6, 4) == GCD(4, 6) == 2`

# Recursive Max for a 1D Array

- Previously, we wrote Max() by comparing every number in the array sequentially, updating a reference point whenever we find a bigger value, then return the final value of the reference point.
- Intuition: computer always compares 2 numbers at a time, so why not...
  - Split the whole array into 2 halves
    - Split each sub-array into halves, forming 4 partitions
      - Split those 4 partitions into halves, forming 8...
      - Until there's only 1 number in each partition
        - Then
      - Compare 2 (single number) partitions to determine the max of those 2
    - Compare and determine the max of 2 sub-maxes...
  - Until there's no more partitions to compare

# Recursive Max for a 1D Array


```
int MyMax(int[] values)  Main() calls MyMax()
```

```
{
```

```
    if(values.Length == 0) {  
        return 0;  
    }
```

```
}
```

```
    return MaxRecursive(values, 0, values.Length - 1);
```


MyMax() starts the recursion with the indices set to 0 and Length - 1 

```
}
```

```
int MaxRecursive(int[] values, int start, int end)
```

```
{
```

```
    if(start == end) {  
        return values[start];
```

If the indices match, then we're at the smallest partition, so just return the number. 

```
    }
```

```
    else {
```

```
        int middle = (end - start) / 2 + start;    // compute middle index
```

```
        return Math.Max(MaxRecursive(values, start, middle), MaxRecursive(values, middle + 1, end));
```

```
    }
```

```
}
```

  Return the max of the left half and right half

# Software Testing

- How do we know if our program is working as expected?
  - Compile it
  - Run it
  - **Test it**
- Software Testing: process of executing a program or application with the intent of finding the software bugs.
- We do this by designing tests for every method of our program.
- We test the program one method at a time.



# Terminology

- Software **Fault**: a (unexecuted) defect in the software
- Software **Error**: incorrect internal software state (snapshot of the values in all variables) that is the manifestation of some fault (an executed fault)
- Software **Failure**: external, observable incorrect behavior (an error that's visible by user).
- **Testing**: evaluating software by observing its execution.
- **Debugging**: finding (and fixing) a fault, given a failure.
- **Validation**: evaluating software prior to release to ensure compliance with intended usage. (Are we building the right system?)
- **Verification**: determining whether products of a given phase of the development process fulfill requirements established in a previous phase. (Are we building the system right?)

# Software Testing

- **Test Case:** a chosen pair of **input** and **expected output** used to examine program behavior; a single test.
  - Eg: Method: `int Fib(int n)`  
Input: 5 Expected Output: 5
  - If we run the method with the input and we don't get the expected output, then there must be some bug in the code
- **Test Set:** a set of test cases which together examines and ensures that a method is correct

Test Set for `int Fib(int n)`

Test Case	Input	Expected Output
1	0	0
2	1	1
3	2	1
4	5	5
5	8	21
6	12	144
7	20	6765
8	31	1346269

# Exhaustive Testing

- Can we test every possible input value?
  - Technically yes
- How long would it take to test this method?

```
int M(int x) {  
    return x;  
}
```

- Assuming 3GHz CPU, performing 3 billion tests per second:
- **int**: 4,294,967,295 possible input values (32-bit int)
  - 1.43 seconds
- **long**: 18,446,744,073,709,551,615 possible input values (64-bit int).
  - 6148914691.24 seconds
  - $\approx$  71168 days
  - $\approx$  195 years

# Exhaustive Testing

- How long would it take to test this method?

```
int N(int x, int y) {  
    return x + y;  
}
```

- Assuming 3GHz CPU, performing 3 billion tests per second:
- **int**: 4,294,967,295<sup>2</sup> possible input values (32-bit int)
  - 6148914688.37 seconds
  - $\approx$  195 years
- **long**: 18,446,744,073,709,551,615<sup>2</sup> possible input values (64-bit int).
  - $\approx 1.13 \times 10^{29}$  seconds

Age of the universe: 13.82 billion years ([ESA Planck project](#)), or about  $4.36117 \times 10^{17}$  seconds.



# Exhaustive Testing

- It's not possible to exhaustively test every method, considering combinatorics effects...
- Pick good representative test inputs:
  - According to what the method should do
  - Common expected inputs from users, including spelling mistakes
  - Boundary values: size 0 array, empty string "", Int32.MaxValue, Int32.MinValue, ...

## Practice 3 – Software Testing

- Design a test set for each of these methods:
  - `int Max(int[] values)`
  - `string UniqueLetters(string input)`
    - Returns the unique letters in the input string in the order of their appearance from left to right



# Software Engineering Life Cycle

- Waterfall Model/Process:

Requirements → Spec → Design → Code → Test/Verification → Ship

- Test Driven Development:

Requirements → Spec → Design → Write Test Sets → Code → Run Tests → Ship

# Practice 4 – Test Driven Development

- Here's a test set for `bool Magic(int x)`
- A) What's does the method do?
- B) Implement it (on your own time), and rename the method appropriately

Test Case	Input	Expected Output
1	0	false
2	1	false
3	2	true
4	3	true
5	4	false
6	5	true
7	6	false
8	7	true
9	8	false
10	13	true
11	17	true

# Practice 5 – Test Driven Development

- Here's a test set for `int[] Magic(int x)`
- A) What's does the method do?
- B) Implement it (on your own time), and rename the method appropriately

Test Case	Input	Expected Output
1	1	{0}
2	3	{0,3,6}
3	2	{0,2}
4	4	{0,4,8,12}



# Software Testing

- How many different solutions can solve this test set?
- Is this test set specific enough?

Test Case	Input	Expected Output
1	{0}	0
2	{1}	1
3	{0, 0}	0

# Test Driven Development

- Often times, in addition to a set of test cases, a description of the expected behavior of a method is given for TDD.
- Eg: `int[] Sort(int[] values)` should return a copy of the input array sorted from smallest to largest

Test Case	Input	Expected Output
1	{0}	{0}
2	{2,1}	{1,2}
3	{3,1,2}	{1,2,3}

# Future Testing Topics

- Designing Tests for Classes and Objects
  - (so far the ones shown are for methods that definitely return something)
- Designing Tests for methods that use Random
- Designing Tests for multi-component software systems
- Writing Test Code
  - (almost the same as any code we've written)
- Running Test Code
  - (different dotnet command)





# Review Problems for Midterm From 2015 Textbook

- Solve at least one problem from each chapter. The book arranges problems from easiest to hardest. Coloured problems are highly recommended.
  - Those with the 2012 edition, please partner up!
- Chapter 2: int, double, bool, string, arithmetic (+ - \* / %) and comparison (== != >= <= > <) operators, type.Parse(), Write/WriteLine, ReadLine, placeholders & formatting
  - Page 96: #1, 2, 3, 5, 6, 9, 11, and 17
- Chapter 4: boolean (&& || ! ^) operators, if else, switch case, inline if statement (textbook calls it conditional operator), Random
  - Page 185: #1, 3, 6, 7, and 8 using switch case
- Chapter 5: for and while loops, nested loops
  - Page 224: #1, 2, 3, 7, 8, 9, 10

# Review Problems for Midterm From 2015 Textbook

- Chapter 6: 1D and 2D Array

- 1D array practices: Page 265: #2, 3, 6

- Note: Two parallel arrays are 2 separate 1D arrays that have the same length, and where the pairs of values (one from each array) at the same index together store some interesting information, eg `string[] name`, `int[] age` where `name[0]` and `age[0]` stores the name and age for one specific person. Arrays (1D or manyD) each store only 1 type of information, so if we need to store different types, we use parallel arrays.

- 2D array practices:

- Hard code a 2D array of integers using the initializer syntax, then write the following methods:
    - `int Max(int[,] values)` which returns the max value in the 2D array
    - `double Average(int[,] values)` which calculates and returns the average of all the values in the 2D array

- Chapter 7: Designing and Writing Methods

- Page 307: #3, 4, 5, 6, 9, 10

# Review Problems for Midterm From 2015 Textbook

- Chapter 9: Defining Classes and Using Objects
  - Page 417: #1
  - Also, separately, **create a class** called Pizza with the following:
    - Fields:
      - Size, which stores the letter S, M, or L
      - Kind, which stores the string Vegetarian, Mediterranean, Canadian, or Supreme
    - Methods:
      - Constructor, which sets the size and kind of the pizza
      - GetPrice, which calculates and returns the price of the pizza according to the following:
        - S \$10, M \$15, L \$20, with additional cost of Vegetarian \$1, Mediterranean \$2, Canadian \$0, or Supreme \$3
      - ToString, which returns a string that represents the pizza, showing its size, kind, and price:
        - "Small Canadian \$10"
  - In Main, create 3 Pizza objects and fill in the values with inputs from the user, then display each pizza by calling ToString and also calculate and display the total order price with 13% tax added.