

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)

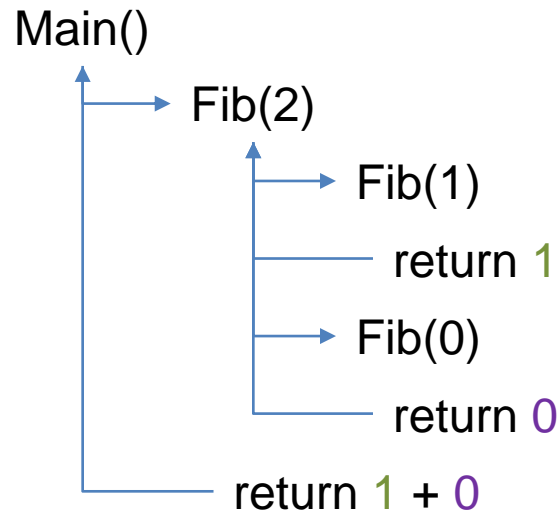
Practice 1 – Recursion

- 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.

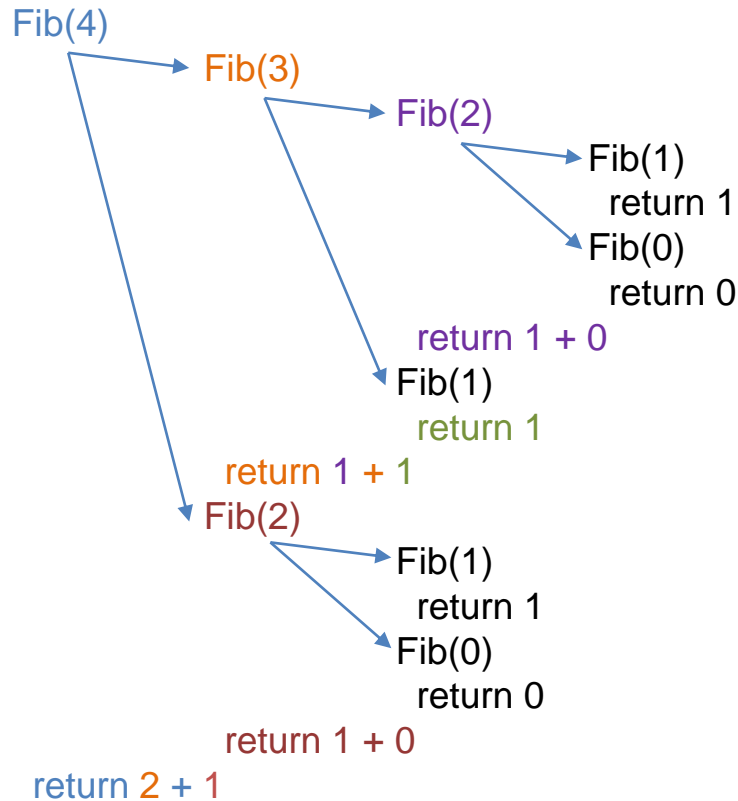
Recursion – How the computer executes the methods

- 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)
{
    if(values.Length == 0) {
        return 0;
    }
    return MaxRecursive(values, 0, values.Length - 1);
}

int MaxRecursive(int[] values, int start, int end)
{
    if(start == end) {
        return values[start];
    }
    else {
        int middle = (end - start) / 2 + start;    // compute middle index
        return Math.Max(MaxRecursive(values, start, middle), MaxRecursive(values, middle + 1, end));
    }
}
```

Main() calls MyMax()

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

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

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**: 4,294,967,295² possible input values (32-bit int)
 - 6148914688.37 seconds
 - \approx 195 years
- **long**: 18,446,744,073,709,551,615² 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 4.36117×10^{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	false
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.

Review Problems for Midterm

- Recursion:
 - In mathematics, Peano's axioms define natural number arithmetic (here stored using the **uint** data type) using recursion. An uint is a version of int which cannot store any negative numbers.
 - Addition is defined recursively as repeated transfer of 1 between operands (using ++ and --) until one operand is reduced to zero:
 - $8 + 3 = 9 + 2 = 10 + 1 = 11 + 0 = 11$
 - Multiplication is defined recursively as repeated addition of one operand and decrementing the other until it reaches zero:
 - $7 * 2 = 7 + 7 * 1 = 7 + 7 + 7 * 0 = 7 + 7 = 14$
 - Other math methods, such as factorial, can be built on these.

Review Problems for Midterm

- Using recursion, implement these helper methods:

1. `bool IsZero(uint x)` – returns true if x is 0, false otherwise.
2. `uint Add(uint x, uint y)` – calculates and returns the sum of x and y according to the recursive definition in the previous slide (you can only use ++ and – operators to modify the value of a number, do not use +, +=, -, or -= as it defeats the difficulty of this problem)
3. `uint Subtract(uint x, uint y)` – calculates and returns the difference of x and y using a recursive definition. Can you think of a recursive way to subtract 2 numbers?
4. `uint Multiply(uint x, uint y)` – calculates and returns the product of x and y according to the recursive definition in the previous slide (you can only use ++, --, and your other methods defined in this recursion problem set to modify numbers, do not use * or *= as it defeats the difficulty of this problem)
5. `uint Modulus(uint x, uint y)` – calculates and returns the remainder of x divided by y (integer division) using a recursive definition (without using % operator). Can you think of a recursive way to do this?

Review Problems for Midterm

- Testing:
 - Design test sets for some of the methods you've wrote for the practice problems
 - The test sets you write should span the following kinds of data types
 - Inputs: int, double, bool, string, int[], int[,]
 - Outputs: int, double, bool, string, int[], int[,]