
Q1. [Definition] What is recursion in programming?

- A. A loop that calls itself
- B. A function that calls itself
- C. A class that creates an object
- D. A variable that refers itself

Answer: B

Explanation: Recursion occurs when a function calls itself directly or indirectly.

Q2. [Definition] What is a base case in recursion?

- A. The point where the function begins
- B. A condition to start recursion
- C. A condition where recursion stops
- D. A return value of zero

Answer: C

Explanation: The base case is the condition that stops further recursive calls.

Q3. [Definition] Which of the following problems is best solved using recursion?

- A. Sorting an array
- B. Searching in a loop
- C. Traversing tree structures
- D. Iterating an array

Answer: C

Explanation: Recursive solutions are ideal for hierarchical data like trees.

Q4. [Definition] What is the main drawback of recursion?

- A. Takes more time
- B. Code becomes unreadable
- C. Higher memory usage due to call stack
- D. Cannot handle loops

Answer: C

Explanation: Recursive calls are stored in the call stack and can cause stack overflow.

Q5. [Definition] What happens if the base case is missing in a recursive function?

- A. Function returns 0
- B. Infinite recursion occurs
- C. Compilation error
- D. Function is skipped

Answer: B

Explanation: Without a base case, recursion never stops, leading to stack overflow.

Q6. [Moderate] What is the base case for a recursive factorial function?

- A. $n == 0$
- B. $n == 2$
- C. $n == 10$
- D. $n == -1$

Answer: A

Explanation: The base case is typically $\text{factorial}(0) = 1$.

Q7. [Moderate] What does the following code return for $\text{factorial}(3)$?

```
int factorial(int n) {  
    if (n == 0) return 1;  
    return n * factorial(n - 1);  
}
```

- A. 3
- B. 6
- C. 9
- D. 2

Answer: B

Explanation: $3 * 2 * 1 = 6$.

Q8. [Moderate] Which statement is true for recursive factorial?

- A. It is faster than iterative
- B. Stack is not used
- C. It calls itself with $n+1$
- D. It multiplies the current value with $\text{factorial}(n-1)$

Answer: D

Explanation: Recursive factorial follows $n * \text{factorial}(n - 1)$.

Q9. [Moderate] What is the time complexity of the recursive factorial function?

- A. $O(1)$
- B. $O(n^2)$
- C. $O(n)$
- D. $O(\log n)$

Answer: C

Explanation: One recursive call per number from n down to 1.

Q10. [Moderate] What issue will the following function have?

```
int factorial(int n) {  
    return n * factorial(n - 1);  
}
```

- A. Compiles but returns 0
- B. Causes stack overflow
- C. Works for negative numbers
- D. Returns infinite value

Answer: B

Explanation: Without a base case, recursion never stops.

Q11. [Moderate] What is the base case for a recursive Fibonacci function?

- A. $\text{fib}(0) = 1, \text{fib}(1) = 2$
- B. $\text{fib}(0) = 0, \text{fib}(1) = 1$
- C. $\text{fib}(1) = 0, \text{fib}(2) = 1$
- D. $\text{fib}(1) = 1, \text{fib}(2) = 2$

Answer: B

Explanation: The Fibonacci sequence starts with 0 and 1.

Q12. [Moderate] What is the output of fibonacci(4) in this code?

```
int fibonacci(int n) {  
    if (n <= 1) return n;  
    return fibonacci(n - 1) + fibonacci(n - 2);  
}
```

- A. 3
- B. 5
- C. 2
- D. 4

Answer: A

Explanation: Sequence: 0, 1, 1, 2, 3 $\rightarrow \text{fib}(4) = 3$

Q13. [Moderate] What is the time complexity of naive recursive Fibonacci?

- A. $O(n)$
- B. $O(n^2)$
- C. $O(2^n)$
- D. $O(\log n)$

Answer: C

Explanation: Each call makes two more calls, resulting in exponential time.

Q14. [Moderate] Why is memoization helpful in recursive Fibonacci?

- A. Reduces base case
- B. Avoids recalculating subproblems
- C. Increases stack calls
- D. Multiplies values

Answer: B

Explanation: Memoization caches previous results to avoid repeated work.

Q15. [Moderate] What will happen if you compute fibonacci(50) with naive recursion?

- A. Returns immediately
- B. Gives correct result in 50ms
- C. Stack overflow or very slow
- D. Infinite loop

Answer: C

Explanation: Naive recursion for large inputs is inefficient and can cause stack overflow.

Q1. [Definition] What is the total number of subsets (power set) of a set with n elements?

- A. n
- B. n!
- C. 2^n
- D. n^2

Answer: C

Explanation: The power set of a set with n elements contains 2^n subsets including the empty set.

Q2. [Definition] What is the number of permutations of n distinct elements?

- A. 2^n
- B. n^n
- C. n!
- D. n^2

Answer: C

Explanation: There are n! ways to arrange n distinct items.

Q3. [Definition] Which of the following problems is best solved using backtracking?

- A. Find maximum subarray
- B. Generate power set
- C. Linear search
- D. Binary search

Answer: B

Explanation: Generating subsets uses recursion and backtracking to explore all combinations.

Q4. [Definition] Which algorithm is commonly used for generating all permutations of a string or array?

- A. Kadane's Algorithm
- B. Floyd's Algorithm
- C. Backtracking
- D. Sliding Window

Answer: C

Explanation: Backtracking is used to build all permutations by exploring each possible decision.

Q5. [Definition] In permutation problems, why is a visited array often used?

- A. To count elements
- B. To avoid duplicate combinations
- C. To store all permutations
- D. To maintain order

Answer: B

Explanation: A visited array tracks used elements to prevent reusing them in a single permutation.

Q6. [Definition] Which statement is true for the power set of {a, b}?

- A. It has 4 subsets
- B. It has 2 subsets
- C. It has 3 subsets
- D. It has 5 subsets

Answer: A

Explanation: 2 elements $\rightarrow 2^2 = 4$ subsets $\rightarrow \{\}, \{a\}, \{b\}, \{a,b\}$.

Q7. [Definition] What is the time complexity of generating all permutations of n elements?

- A. $O(n)$
- B. $O(n^2)$
- C. $O(2^n)$
- D. $O(n!)$

Answer: D

Explanation: There are $n!$ permutations of n distinct elements.

Q8. [Moderate] What is the base case in this subset-generating function?

```
void generateSubsets(int index, List<Integer> current, int[] nums) {
    if (index == nums.length) {
        System.out.println(current);
        return;
    }
    // recursive logic
}
```

- A. `index == 0`
- B. `current.size() == nums.length`
- C. `index == nums.length`
- D. `index == nums.length - 1`

Answer: C

Explanation: When all elements have been considered, a complete subset is printed.

Q9. [Moderate] What does the following code print for `nums = [1, 2]`?

```
void generateSubsets(int index, List<Integer> current, int[] nums) {
    if (index == nums.length) {
        System.out.println(current);
        return;
    }
    generateSubsets(index + 1, current, nums);
    current.add(nums[index]);
    generateSubsets(index + 1, current, nums);
    current.remove(current.size() - 1);
}
```

- A. [], [1], [2], [1,2]
- B. [1,2], [1], [2], []
- C. [], [2], [1], [1,2]
- D. All subsets in any order

Answer: D

Explanation: The function generates all subsets using recursion + backtracking.

Q10. [Moderate] Which line is responsible for backtracking in subset generation?

```

current.add(nums[index]);
generate(index + 1, current, nums);
current.remove(current.size() - 1);

```

- A. add
- B. recursive call
- C. remove
- D. index increment

Answer: C

Explanation: Removing the last added element is the backtracking step to explore the next path.

Q11. [Moderate] In permutation generation, what must be done after adding an element to the path?

- A. Mark as visited
- B. Reset array
- C. Increase index
- D. Skip to next element

Answer: A

Explanation: The element should be marked visited to avoid reuse.

Q12. [Moderate] What does this function print for nums = [1, 2]?

```

void permute(int[] nums, boolean[] visited, List<Integer> current) {
    if (current.size() == nums.length) {
        System.out.println(current);
        return;
    }
    for (int i = 0; i < nums.length; i++) {
        if (visited[i]) continue;
        visited[i] = true;
        current.add(nums[i]);
        permute(nums, visited, current);
        current.remove(current.size() - 1);
        visited[i] = false;
    }
}

```

- A. [1, 2]
- B. [2, 1]
- C. [1, 2], [2, 1]
- D. [2, 1], [1, 2], [1, 2]

Answer: C

Explanation: All permutations of 2 elements are generated with backtracking.

Q13. [Moderate] What is the backtracking step in permutation generation?

- A. Recalling the recursive method
- B. Removing the element and resetting visited[i]
- C. Breaking the loop
- D. Changing array size

Answer: B

Explanation: Backtracking is done by removing the element and marking it as unvisited.

Q14. [Moderate] What is the output of this for nums = [1, 2, 3]?

`System.out.println(Math.pow(2, nums.length));`

- A. 8.0
- B. 6.0
- C. 9.0
- D. 3.0

Answer: A

Explanation: Power set = $2^n = 2^3 = 8$.

Q15. [Moderate] What change is required in a permutation function to allow duplicates?

- A. Use HashSet
- B. Avoid visited array
- C. Sort the input and skip duplicates
- D. Add all elements twice

Answer: C

Explanation: Sort the input and skip duplicates at the same recursive depth to avoid duplicate permutations.

Q1. [Definition] What is the objective of the N-Queens problem?

- A. Place N rooks on an NxN board
- B. Place N queens such that no two attack each other
- C. Find the shortest path in a maze
- D. Fill a grid with numbers

Answer: B

Explanation: N-Queens problem requires placing N queens such that no two threaten each other on the board.

Q2. [Definition] Which technique is most commonly used to solve the N-Queens problem?

- A. Dynamic Programming
- B. Divide and Conquer
- C. Backtracking

D. Greedy Algorithm

Answer: C

Explanation: N-Queens is a classic backtracking problem where partial solutions are built and backtracked upon conflict.

Q3. [Definition] What constraints must be satisfied for placing a queen on the board?

- A. No queen in same row
- B. No queen in same column
- C. No queen in same diagonal
- D. All of the above

Answer: D

Explanation: Queens can attack in row, column, and both diagonals, so all must be checked.

Q4. [Definition] In a 9x9 Sudoku board, how many cells must be filled to complete the board?

- A. 64
- B. 81
- C. 72
- D. 56

Answer: B

Explanation: A 9x9 Sudoku board has 81 cells that must be filled with valid digits.

Q5. [Definition] What condition must be true in a valid Sudoku board?

- A. Every row must contain unique numbers 1–9
- B. Every column must contain unique numbers 1–9
- C. Each 3x3 box must contain unique numbers 1–9
- D. All of the above

Answer: D

Explanation: All rows, columns, and 3x3 subgrids must have unique digits from 1 to 9.

Q6. [Definition] Which approach is used to solve Sudoku efficiently in programming?

- A. Sliding window
- B. Divide and conquer
- C. Backtracking
- D. Dynamic programming

Answer: C

Explanation: Sudoku solvers typically use backtracking with constraint checks.

Q7. [Definition] Why is backtracking suitable for constraint satisfaction problems like Sudoku?

- A. It sorts the data
- B. It generates random solutions
- C. It tries partial solutions and abandons invalid ones
- D. It uses recursion only

Answer: C

Explanation: Backtracking prunes invalid solutions early and only explores valid paths.

Q8. [Moderate] What is the time complexity of solving N-Queens using backtracking?

- A. $O(n^2)$
- B. $O(n!)$
- C. $O(2^n)$
- D. $O(n^3)$

Answer: B

Explanation: For each row, we try n columns, leading to a factorial complexity in the worst case.

Q9. [Moderate] What is the role of the isSafe function in N-Queens backtracking?

- A. To place a queen
- B. To update the board
- C. To check if placing a queen causes conflicts
- D. To print the board

Answer: C

Explanation: isSafe checks if a queen can be safely placed in a given row and column.

Q10. [Moderate] What would this check ensure in a Sudoku solver?

```
if (board[row][i] == num || board[i][col] == num ||  
    board[row - row % 3 + i / 3][col - col % 3 + i % 3] == num)
```

- A. num is in same diagonal
- B. num is repeated in subgrid
- C. num is unique in row, column, and 3x3 box
- D. num is valid only in one column

Answer: C

Explanation: This single condition ensures the digit isn't already in the current row, column, or subgrid.

Q11. [Moderate] What's the backtracking step in Sudoku solving?

- A. Try next cell
- B. Skip empty cells
- C. Remove previously filled digit when conflict arises
- D. Return if grid is full

Answer: C

Explanation: When a placement leads to conflict later, the digit is removed and a new digit is tried.

Q12. [Moderate] What is the base case for the Sudoku recursive backtracking function?

- A. When all rows are valid
- B. When all digits are used
- C. When all 81 cells are filled

D. When first row is filled

Answer: C

Explanation: The recursion ends when all 81 cells are filled with valid digits.

Q13. [Moderate] In N-Queens, what is the advantage of using a boolean array for columns and diagonals?

- A. It speeds up board printing
- B. It reduces space usage
- C. It provides $O(1)$ conflict check
- D. It avoids stack overflow

Answer: C

Explanation: Arrays track queen placements and allow constant-time conflict checks.

Q14. [Moderate] What will happen in a Sudoku solver if a digit is placed without checking constraints?

- A. The solution will be faster
- B. The board will still be valid
- C. Invalid solution or infinite recursion
- D. Duplicates will be handled later

Answer: C

Explanation: Placing invalid digits may break constraints and cause infinite recursion or wrong solution.

Q15. [Moderate] In N-Queens, what do the values $row - col$ and $row + col$ represent when stored in HashSets?

- A. Horizontal threats
- B. Vertical threats
- C. Diagonal threats
- D. Row indices

Answer: C

Explanation: These expressions represent diagonals (main and anti-diagonals) in constant-time diagonal checks.

Q1. [Definition] What is the objective of the Combination Sum problem?

- A. Find all unique permutations of a list
- B. Find all combinations of numbers adding up to a target
- C. Find maximum subarray sum
- D. Sort the input list

Answer: B

Explanation: Combination Sum problems aim to find all sets of elements that sum up to a specific target.

Q2. [Definition] Which approach is commonly used to solve Combination Sum problems?

- A. Divide and conquer
- B. Dynamic programming
- C. Backtracking
- D. Greedy algorithm

Answer: C

Explanation: Backtracking allows exploring all valid combinations efficiently by pruning invalid paths.

Q3. [Definition] In Combination Sum, which statement is true if an element can be used multiple times?

- A. Skip the current index after choosing
- B. Use index+1 for the next call
- C. Reuse the same index after choosing
- D. Remove the element from the list

Answer: C

Explanation: Reusing the same index allows using the same element multiple times.

Q4. [Definition] What does the term "backtrack" mean in backtracking algorithms?

- A. Jump to the last recursive call
- B. Move to the middle of the array
- C. Remove the last added element and explore new paths
- D. Go back to base case

Answer: C

Explanation: Backtracking involves undoing the last action to explore other valid options.

Q5. [Definition] What is the base case in most backtracking problems?

- A. When the input array is full
- B. When the recursion depth equals 1
- C. When a valid solution is formed (like target reached)
- D. When index is negative

Answer: C

Explanation: The base case typically checks if a complete/valid solution has been formed.

Q6. [Definition] What is the advantage of backtracking over brute force?

- A. Always finds optimal result
- B. Explores only valid and promising paths
- C. Uses more memory
- D. Avoids recursion

Answer: B

Explanation: Backtracking avoids unnecessary paths by pruning invalid options early.

Q7. [Definition] Which of the following problems can be solved using backtracking?

- A. Merge sort
- B. Combination sum
- C. Binary search
- D. Heap sort

Answer: B

Explanation: Backtracking is a typical approach to solving combination sum problems.

◆ **Part 2: [Moderate] – Code, Logic, and Templates (Q8–Q15)**

Q8. [Moderate] What does this recursive call ensure in combination sum?

java

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```
backtrack(i, target - candidates[i], path);
```

- A. Removes duplicates
- B. Uses a smaller candidate
- C. Reuses same element
- D. Switches to next index

Answer: C

Explanation: Calling with the same index i allows the same candidate to be reused.

Q9. [Moderate] What condition should be checked to stop recursion early in combination sum?

- A. if (target > 0) return;
- B. if (target < 0) return;
- C. if (i == 0) return;
- D. if (path.size() > 0) return;

Answer: B

Explanation: If the target becomes negative, the current path is invalid and should be pruned.

Q10. [Moderate] In this template, which line is responsible for backtracking?

java

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```
path.add(candidates[i]);
```

```
backtrack(i, target - candidates[i], path);
```

```
path.remove(path.size() - 1);
```

- A. First line
- B. Second line
- C. Third line
- D. No line

Answer: C

Explanation: Backtracking removes the last decision to try the next option.

Q11. [Moderate] In Combination Sum II (each number used once), what change is made in recursion?

- A. Call with same index
- B. Call with i-1
- C. Call with i+1
- D. Skip the current number

Answer: C

Explanation: Calling with i+1 ensures each number is used at most once.

Q12. [Moderate] How do you avoid duplicate combinations in Combination Sum II?

- A. Do not sort the array
- B. Use a visited array
- C. Sort and skip duplicates in loop
- D. Randomize the array

Answer: C

Explanation: Sorting allows checking if $(i > \text{start} \ \&\& \ \text{nums}[i] == \text{nums}[i-1])$ continue to skip duplicates.

Q13. [Moderate] What does the following combination sum template achieve?

java

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```
void backtrack(int start, int target, List<Integer> path) {
    if (target == 0) {
        result.add(new ArrayList<>(path));
        return;
    }
    for (int i = start; i < nums.length; i++) {
        if (nums[i] > target) break;
        path.add(nums[i]);
        backtrack(i, target - nums[i], path);
        path.remove(path.size() - 1);
    }
}
```

- A. Finds subsets
- B. Finds permutations
- C. Finds all valid combinations summing to target
- D. Finds duplicates

Answer: C

Explanation: This is a backtracking template for finding combinations that sum to a target.

Q14. [Moderate] In backtracking, why is `path.removeLast()` (or equivalent) required?

- A. It optimizes memory
- B. It reverses the array
- C. It prevents the previous element from remaining in the next path
- D. It triggers recursion

Answer: C

Explanation: Backtracking removes the element before trying new combinations.

Q15. [Moderate] What is the time complexity of the combination sum problem (worst case)?

- A. $O(n)$
- B. $O(n^2)$
- C. $O(2^n)$
- D. Exponential

Answer: D

Explanation: The total number of combinations to explore is exponential in the number of candidates.

Q1. [Definition] A man is standing in front of a set of mirrors. Each mirror reflects into another. This is similar to which concept?

- A. Loop
- B. Recursion
- C. Hashing
- D. Sorting

Answer: B

Explanation: Mirrors reflecting each other is like a function calling itself recursively.

Q2. [Definition] A chef is baking a cake, and inside the cake is another smaller cake, and another, and so on until a final base. What does this represent in recursion?

- A. Iteration
- B. Base case
- C. Infinite loop
- D. Sorting

Answer: B

Explanation: The final smallest cake represents the base case where recursion stops.

Q3. [Definition] A detective follows clue after clue, each pointing to the next. What does this sequence resemble?

- A. Stack

- B. Queue
- C. Recursion
- D. Graph traversal

Answer: C

Explanation: Each clue leads to another, like recursive function calls.

Q4. [Definition] A Russian doll contains another smaller doll, and so on until no more dolls. What does the smallest doll represent?

- A. Recursive call
- B. Base case
- C. Loop break
- D. Infinity

Answer: B

Explanation: The smallest doll is like the base case that ends the recursion chain.

Q5. [Definition] In a maze, you try one path. If it fails, you backtrack and try another. What concept is this?

- A. Sorting
- B. Dynamic programming
- C. Backtracking
- D. Binary search

Answer: C

Explanation: Backtracking tries all possible paths and reverts when a dead-end is hit.

Q6. [Definition] A librarian stacks books one over another. To find the first book, he must remove all above. Which data structure supports this?

- A. Queue
- B. Stack
- C. Array
- D. Linked list

Answer: B

Explanation: Stack follows LIFO, and recursion uses the call stack in the same way.

Q7. [Definition] A snake eats food and grows by repeating its pattern. This growing body structure is like?

- A. ArrayList
- B. HashMap
- C. Recursion
- D. Greedy algorithm

Answer: C

Explanation: The snake growing by repeating parts is like recursive pattern building.

Q8. [Definition] A magician picks cards and arranges them in every possible order. What concept is being used?

- A. Fibonacci
- B. Subsets
- C. Permutations
- D. Stack

Answer: C

Explanation: All possible orderings = permutations.

Q9. [Definition] A robot explores all rooms in a house, ensuring it visits every unique combination of open/closed doors. What concept is this?

- A. Sorting
- B. Permutation
- C. Subsets / Power Set
- D. Binary search

Answer: C

Explanation: Exploring all open/close combinations of doors represents subsets.

Q10. [Definition] A person is selecting outfits. She can reuse items, and wants combinations that total a budget. What algorithm helps her?

- A. Merge Sort
- B. Greedy
- C. Combination Sum
- D. Permutation

Answer: C

Explanation: Choosing combinations (with or without repetition) that total a value is Combination Sum.

Q11. [Definition] A chef tries adding ingredients to a recipe, one by one, and removes the last if the taste goes wrong. This cooking process resembles?

- A. Greedy
- B. Brute force
- C. Backtracking
- D. Memoization

Answer: C

Explanation: Adding/removing ingredients to test different outcomes mirrors backtracking.

Q12. [Definition] In a pyramid puzzle, every step depends on the two blocks below it. What famous recursive problem does this resemble?

- A. Factorial

- B. Permutations
- C. Fibonacci
- D. Subset

Answer: C

Explanation: Fibonacci depends on the sum of the two previous results.

Q13. [Definition] A janitor visits rooms in a hotel recursively. He marks visited and backs up when no more paths. Which logic is this?

- A. DFS with recursion
- B. BFS
- C. Sorting
- D. Queue traversal

Answer: A

Explanation: Recursive DFS explores and backtracks, like the janitor.

Q14. [Definition] A teacher gives students all possible groupings of 3 questions from a list of 5. Which structure is he using?

- A. Permutation
- B. Subset
- C. Combination
- D. Factorial

Answer: C

Explanation: Choosing unique groupings of questions is combination logic.

Q15. [Definition] A queen on a chessboard threatens rows, columns, and diagonals. Placing N queens so no one attacks another is solved using?

- A. Recursion + Backtracking
- B. Graph
- C. Brute force
- D. Sorting

Answer: A

Explanation: The N-Queens problem is solved by placing queens recursively and backtracking on conflicts.

Q16. [Definition] A painter has 3 colors and must color a board such that no two adjacent tiles are same. What approach will help?

- A. Binary search
- B. BFS
- C. Backtracking with recursion
- D. Sorting

Answer: C

Explanation: Trying every color and reverting on conflict is classic backtracking.

Q17. [Definition] A child builds a tower by stacking blocks one at a time, and undoes the last one to try a different color. What is this process?

- A. Brute force
- B. Dynamic programming
- C. Backtracking
- D. Sorting

Answer: C

Explanation: The act of placing and removing represents recursive backtracking.

Q18. [Definition] A player fills a Sudoku board by checking if each digit fits before placing. If stuck, he erases and tries another. Which method is used?

- A. Recursion only
- B. Greedy
- C. Backtracking
- D. Hashing

Answer: C

Explanation: Sudoku solvers use recursion with backtracking to fill valid digits.

Q19. [Definition] A climber ascends a staircase, taking 1 or 2 steps at a time. How many ways to reach the top? Which recursion fits here?

- A. Permutation
- B. Subset
- C. Fibonacci recursion
- D. Combination sum

Answer: C

Explanation: This problem maps to Fibonacci recursion.

Q20. [Definition] A person finds a solution by trying every path, and reverts whenever the current path is invalid. Which problem-solving strategy does this describe?

- A. Greedy
- B. BFS
- C. Backtracking
- D. Divide and conquer

Answer: C

Explanation: Trying and reverting invalid paths is the core idea of backtracking.