



# DAY 05

< RECURSIVITY />



# DAY 05

## Preliminaries



### Language: C

The totality of your source files, except all useless files (binary, temp files, obj files,...), must be included in your delivery.



- ✓ Don't push your `main` function into your delivery directory, we will be adding our own. Your files will be compiled adding our `main.c` and our `my_putchar.c` files.
- ✓ You are only allowed to use the `my_putchar` function to complete the following tasks, but **don't push it** into your delivery directory, and don't copy it in *any* of your delivered files.
- ✓ If one of your files prevents you from compiling with `*.c`, the Autograder will not be able to correct your work and you will receive a 0.



Clone your repository at the beginning of the day and submit your work on a regular basis! The delivery directory is specified within the instructions for each task. In order to keep your repository clean, pay attention to `gitignore`.



All of the day's functions must produce an answer in under 2 seconds. Overflows must be handled (as errors).

## Task 01 - my\_compute\_factorial\_it

**Delivery:** my\_compute\_factorial\_it.c

Write an iterative function that returns the factorial of the number given as a parameter.  
It must be prototyped the following way:

```
int my_compute_factorial_it(int nb);
```

In case of error, the function should return 0.



$0! = 1$   
if  $n < 0$ ,  $n! = 0$

## Task 02 - my\_compute\_factorial\_rec

**Delivery:** my\_compute\_factorial\_rec.c

Write a recursive function that returns the factorial of the number given as a parameter.  
It must be prototyped the following way:

```
int my_compute_factorial_rec(int nb);
```

In case of error, the function should return 0.

## Task 03 - my\_compute\_power\_it

**Delivery:** my\_compute\_power\_it.c

Write an iterative function that returns the first argument raised to the power  $p$ , where  $p$  is the second argument.

It must be prototyped the following way:

```
int my_compute_power_it(int nb, int p);
```



$n^0 = 1$   
if  $p < 0$ ,  $n^p = 0$

## Task 04 - my\_compute\_power\_rec

**Delivery:** my\_compute\_power\_rec.c

Write an recursive function that returns the first argument raised to the power  $p$ , where  $p$  is the second argument.

It must be prototyped the following way:

```
int my_compute_power_rec(int nb, int p);
```

## Task 05 - my\_compute\_square\_root

**Delivery:** my\_compute\_square\_root.c

Write a function that returns the square root (if it is a whole number) of the number given as argument. If the square root is not a whole number, the function should return 0.

It must be prototyped the following way:

```
int my_compute_square_root(int nb);
```

## Task 06 - my\_is\_prime

**Delivery:** my\_is\_prime.c

Write a function that returns **1** if the number is prime and **0** if not.

It must be prototyped the following way:

```
int my_is_prime(int nb);
```



As you know, 0 and 1 are not prime numbers.

## Task 07 - my\_find\_prime\_sup

**Delivery:** my\_find\_prime\_sup.c

Write a function that returns the smallest prime number that is greater than, or equal to, the number given as a parameter.

It must be prototyped the following way:

```
int my_find_prime_sup(int nb);
```

## Task 08 - The n queens

**Delivery:** count\_valid\_queens\_placements.c

Write a function that compute recursively and returns the number of possible ways to place  $n$  queens on a  $n \times n$  chessboard without them being able to run into each other in a single move.

It must be prototyped the following way:

```
int count_valid_queens_placements(int n);
```

The output must be as follows:

```
Terminal
$> ./count_valid_queens_placements 1
1
$> ./count_valid_queens_placements 2
0
$> ./count_valid_queens_placements 3
0
$> ./count_valid_queens_placements 4
2
$> ./count_valid_queens_placements 5
10
```



Damn it, this is recursion day!

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{EPITECH}