

| Today's agenda |
|--------------------------------|
| Today's agenda b Recursion |
| 4 How to write Recursive code. |
| TIDE TO VOTA NECESTIC CODE. |
| |
| |
| why recursion -> |
| to Tree. |
| 6 Backtoneking |
| Choogle & G DP -> Amazon |
| Google G G DP -> Amazon Growth |
| o woath |
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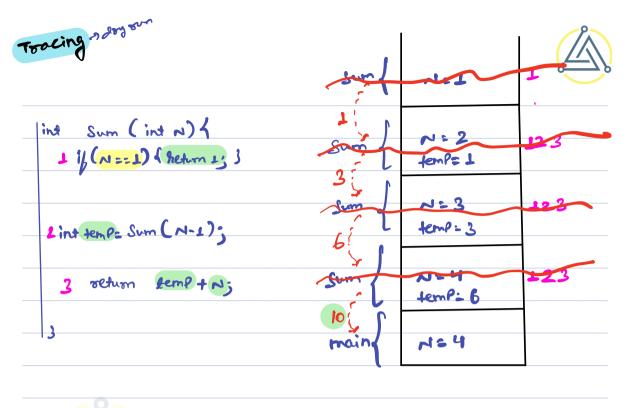
| Recussion: | |
|---|-------------------------|
| Gunction Calling itself. | |
| | |
| * Junction call | |
| | |
| main C) 1 | int add (into, inty) |
| id n:10; | setum onty; |
| iN 7 = 20) | 3 |
| ind femple add (n, y); | int mult lint n, intyx |
| ind temp2: mult (temp1,30); s int temp3: Sub (temp2,75); | setum nky; |
| | 3 |
| S-o-p (temp3); | |
| | int Sub line a, inty 14 |
| 3 | return n-y; |
| 2011 7575 | |
| J. 900 - | |
| mut 7=30 825 | |
| | |
| add 7:10 | |
| temple 30 | |
| maind n = 10 fem13=825 | |
| | |



| Thought Proce | N:5 |
|---------------|--|
| | W:2 |
| Sum (N) | = 1+2+3+ + N-1+N |
| | |
| 15 | 10 |
| Sun (5) | = Sum (4) + 5 |
| | 200 26 |
| | Sum (4) = Sum (3) + 4 |
| | • |
| | Sum (3): Jum (2) + 3 |
| | Sum (3): Jum (2) + 3 Sim (2) = Jun (2) + 3 |
| | Jar Williams |
| | Sum (1) = Sum (0) |
| | Jum (1) 2 Jum (0) |
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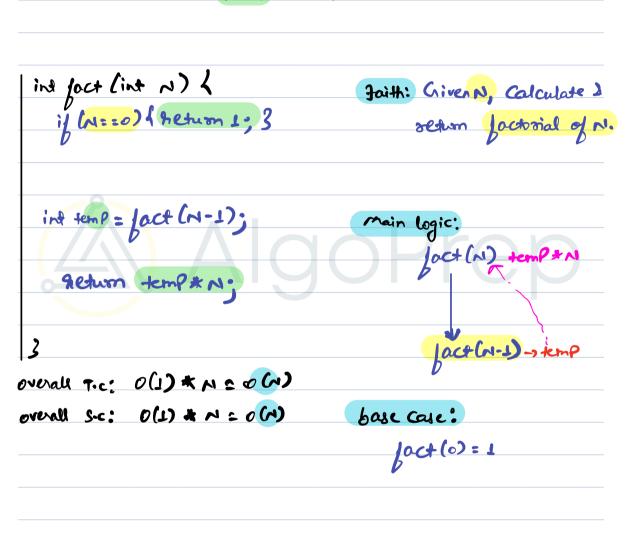
| Q) Given N, find Sum of no-s foom (1 N), using occurring |
|---|
| Three magical steps of secusion. |
| Baith: define what your function should do and have faith that it works. |
| Main logic: Solve yours Pooblem with SubPooblem |
| Same Problem. |
| Base Cale; Solution to Smallest SubProblem |
| int Sum (int N) { Boith? Given N, Calculate |
| int Sum (int N) { 3-ith: Given N, Calculate if (N==1) {hetern 1;} l setum Sum of first notional nois. |
| int temps Sum (N-1); main logic: |
| Sum (N) tempt N |
| return temp + N; |
| Sum (N-1) -> temp |
| 6 overall T.c: 0(1) # N 20(2) |
| horevall S.c: O(1) * N = O(A) bose case: N:=1 -> 1 |



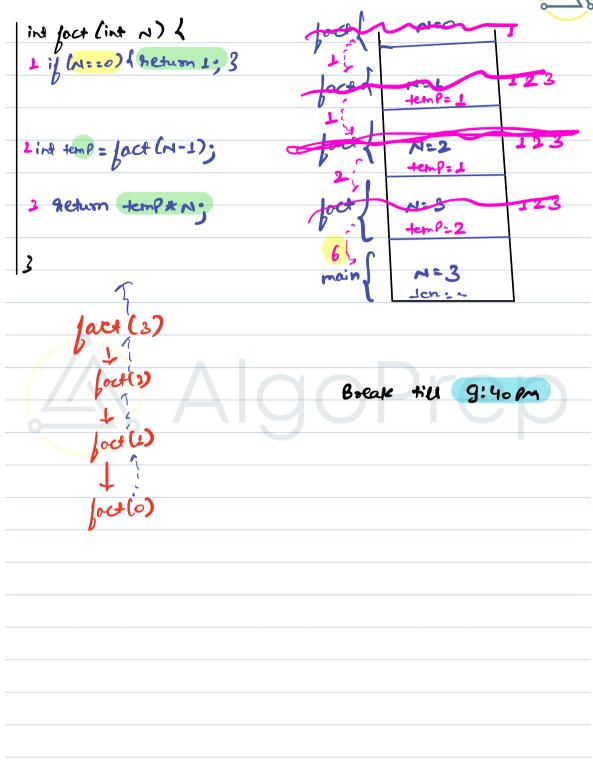
| Sum (n) yours | Sum (4) 644=10 |
|---------------|----------------|
| Sum (N-1)W | Sum (3) 7+3 |
| | + 73 |
| Sum (~-2) | Sum (2) 1+2 |
| _ | Sum (1) |
| Sum (n.3) W | |
| r | |
| | |
| | |
| | |
| Som (1) 4 | |



| Q) | find Jactorial of N. | |
|----|----------------------|------------|
| | En: N:3 -> | 3+2+1:6 |
| | N=4 -> | 4+3+2+1:24 |



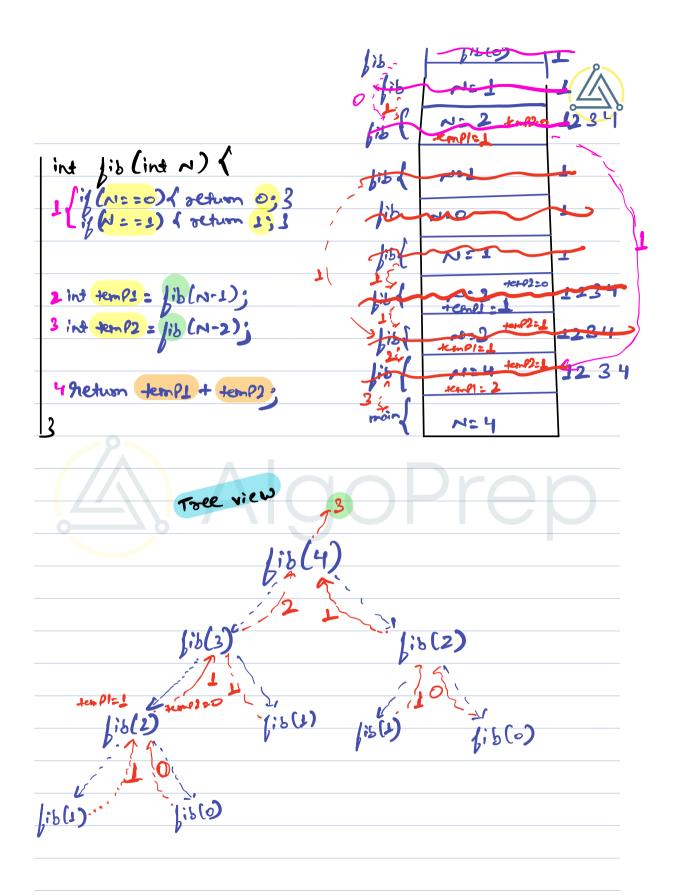






(2) Print Nth Sibonacci number, with secursion. (2) 2 3 4 5 6 7 8 3 10 (3) 6 7 8 3 10 (3) 6 7 8 3 10 (4) 6 7 8 3 10 (5) 6 7 8 3 10 (6) 6 7 8 3 10 (7) 6 7 8 13 21 34 55 (1) 6 (N-1) + Sib(N-2).

Link .





| Point incolasing Li Given N, Point all | the numbers from 1-20, wind second |
|--|------------------------------------|
| void Printincolasing (INI N) X if (N==1) (S.O.p(1); seturn; 3 | Joith: Given N, Point nois /2 |
| _ | main logic: |
| Pointincolosing (N-1); S.O.p (N); 91ctum; | (1 2 3 N-13N) |
| | Bose Case: |
| 3 | if (N==1) (S.O.D(1); |
| | |
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| Void Pointincolasing (in 1) Lif (N==1) (S.O.P(1); | ハンベ |
|--|---|
| 1 if (N==1) (S.O.P(1); | |
| Schren; 3 | 3 |
| | PZ N-I |
| 2 Printincoesing (N-1) | j films 1234 |
| 3 S.o.p (N) | |
| 2 Pointincoesing (N-1); 3 S.O.p (N); 4 neturn; | P25 1234 |
| | |
| | 1234 |
| | main < N=4 |
| 4 0 | P _I (4) 4 6 P _I (3) 3 6 4 |
| | PI(2) 2 W |
| | 021.34 |
| | PI(1) W |
| | |
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| nt lib (int ~) { | | | fiblu |) 12 |
|-----------------------------|---------|---|----------------------|-----------|
| 1/1/(N==0) { return 0; 3 | 3 | | <i>D</i> , <i></i> ; | |
| 1 ! (M = = 7) { sepren 1?] | | Taldwat | | |
| | | J. J. (3) 1 | 23 | 1;6(2) |
| int temps = fib(N-1); | | 5/1 | `\ | |
| int tem 12 = 116 (N-2); | tend bi | 113-1 _{2/4} 24-025-0 b(2) 1234 100 | jis (1) | fisco) fi |
| neturn temps + temps; | | 0 | | |
| 1 | 2(1)T | 106)1 | | |
| | 9 | OF | re |) P |
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