



More Practice with Recursive
Structures & Processes

Announcements

Re: Assignments:

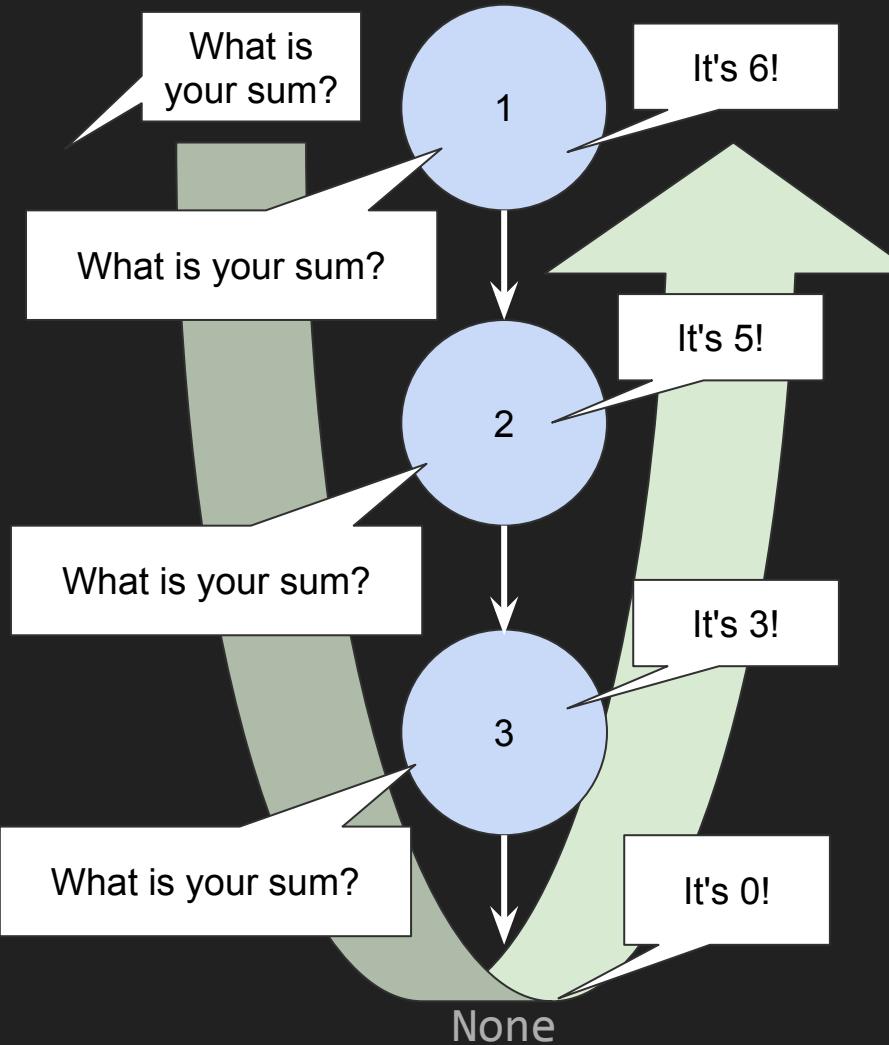
- LS13: Recursive Structures due today at 11:59pm
- Next EX will be released to the site today!

Re: Quiz 03:

- *Regrade requests will be open till 11:59pm on Friday!*
 - Please submit a regrade request if you believe your quiz was not graded correctly according to the rubric

A Recursive sum Algorithm Demo

1. When you are asked,
"what is your sum?"
2. Ask the next Node,
"what is your sum?"
Wait patiently for an answer!
3. Once the answer is returned back
to you, add your value to it, then
turn to the person who asked you
and give them this answer.



Diagramming the `sum` function call

```
1  from __future__ import annotations
2
3  class Node:
4      value: int
5      next: Node | None
6
7      def __init__(self, val: int, next: Node | None):
8          self.value = val
9          self.next = next
10
11     # Note: There are no errors!
12     two: Node = Node(2, None)
13     one: Node = Node(1, two)
14
15     def sum(head: Node | None) -> int:
16         if head is None:
17             return 0
18         else:
19             rest: int = sum(head.next)
20             return head.value + rest
21
22     print(sum(one))
```

A Recursive *last* Algorithm Demo

1. When you are asked,
"What is the value of the last Node?"

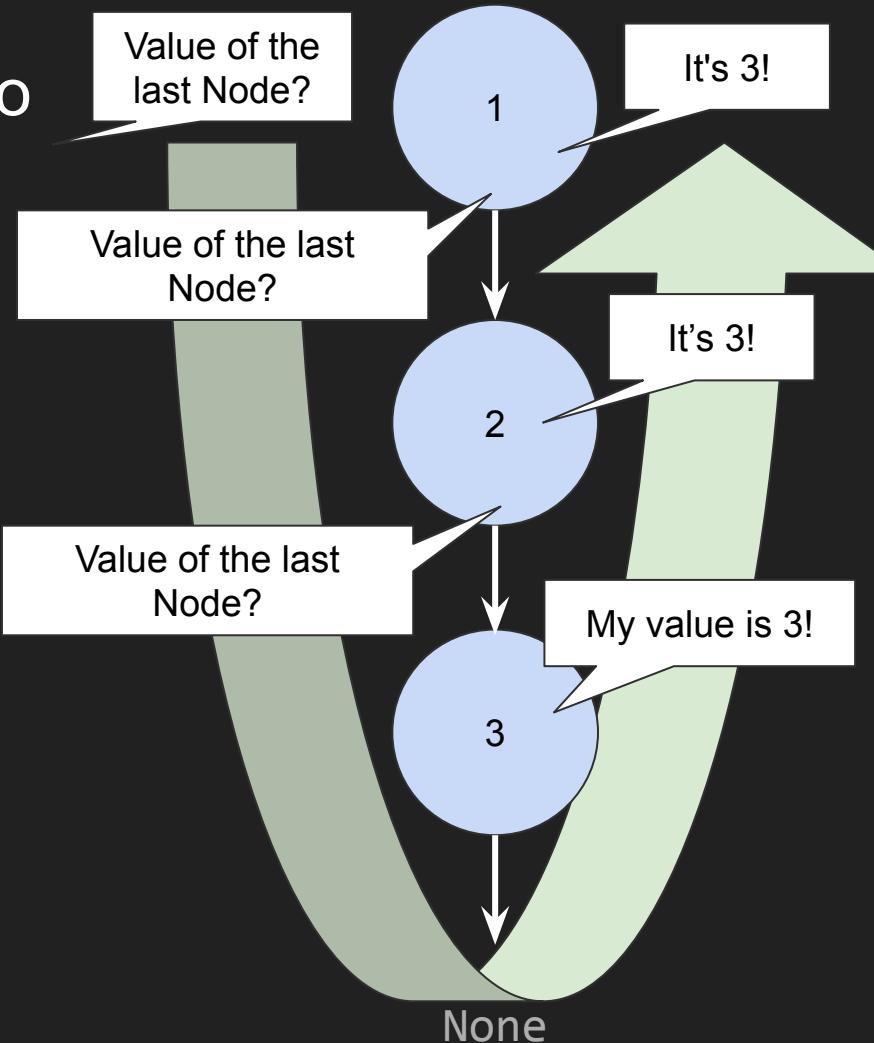
If you're ***not the last Node***:

2. Ask the **next** Node,
"What is the value of the last Node?"
Wait patiently for an answer!

3. Once the answer is returned back to you,
turn to the person who asked you and
give them this answer.

If you ***are the last Node***:

2. Tell them, "my value is ____!" and share your value.



Let's write the `last` function in VS Code! ➔

insert_after Algorithm Demo

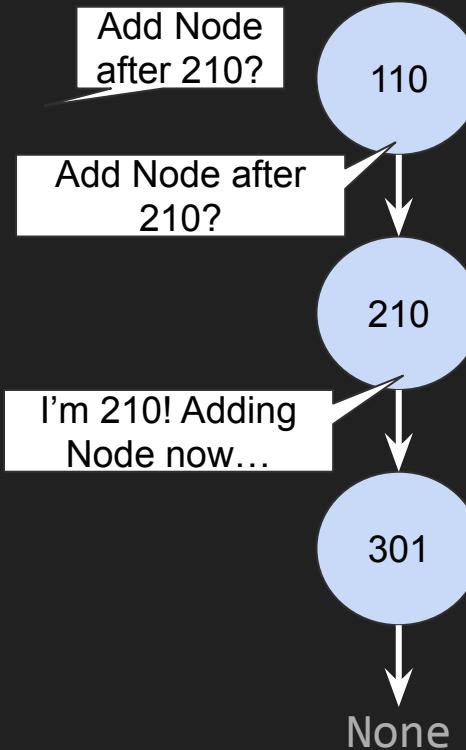
- When you are asked,
"Can you add a Node with a value of 211 after the
Node with value 210?"

If your value **is not 210**:

- Ask the next Node,
"Can you add a Node with a value of 211 after the
Node with value 210?"
Wait patiently for an answer!
- Once the answer is returned back to you, turn to
the person who asked you and give them this
answer.

If your value **is 210**:

- Invite a new friend to the list! You will now point to
them, and they will point to the person you were
previously pointing to. New Node, you'll say "I was
added!!"



insert_after Algorithm Demo

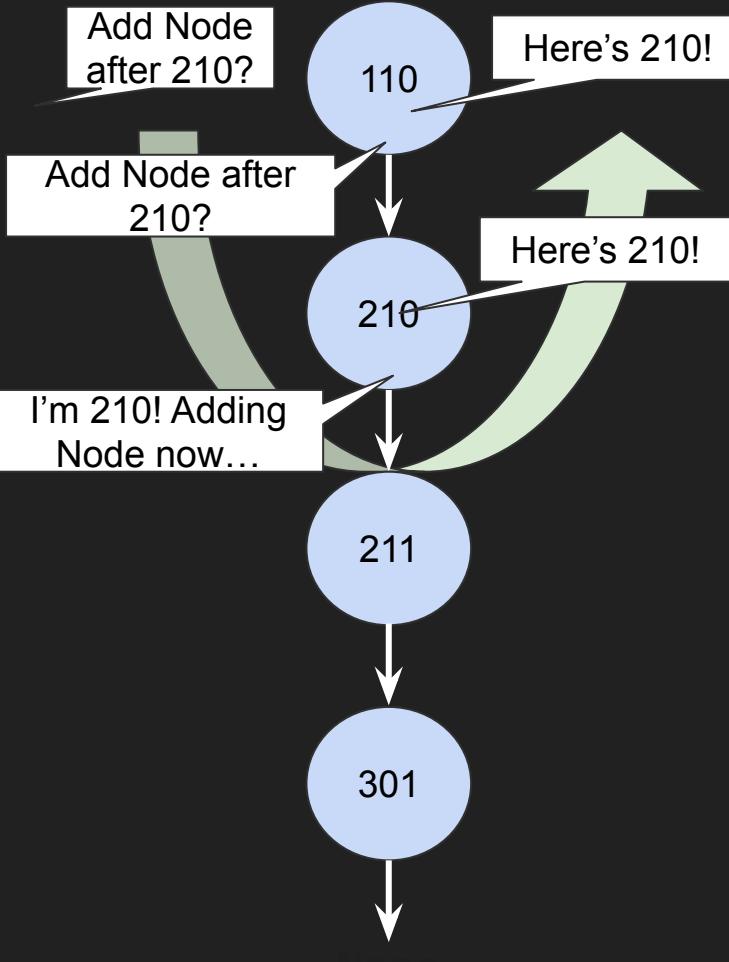
1. When you are asked,
"Can you add a Node with a value of 211 after the
Node with value 210?"

If your value **is not 210**:

2. Ask the next Node,
"Can you add a Node with a value of 211 after the
Node with value 210?"
Wait patiently for an answer!
3. Once the answer is returned back to you, turn to
the person who asked you and give them this
answer.

If your value **is 210**:

2. Invite a new friend to the list! You will now point to
them, and they will point to the person you were
previously pointing to. New Node, you'll say "I was
added!!"



Let's write pseudocode for the `insert_after` function

Let's write the `insert_after` function in VS Code! 

More practice!

recursive_range Algorithm

Create a recursive function called `recursive_range` that will create a linked list of Nodes with values that increment from a start value up to an end value (exclusive). E.g.,

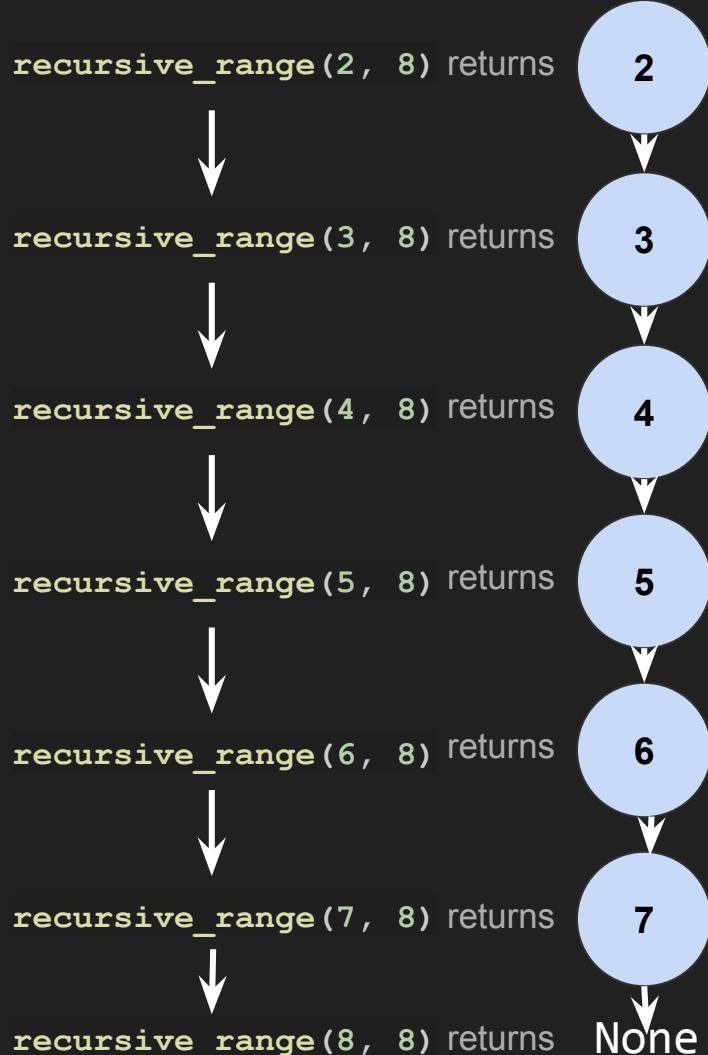
`recursive_range(start=2, end=8)` would return:

2 -> 3 -> 4 -> 5 -> 6 -> 7 -> None

Conceptually, what will our **base case** be?

What will our **recursive case** be?

What is an **edge case** for this function?
How could we account for it?



When "building" a new linked list in a recursive function:

Base case:

- ❑ Does the function have a clear base case?
 - ❑ Ensure the base case returns a result directly (without calling the function again).
- ❑ Will the base case *always* be reached?

Recursive case:

- ❑ Determine what the ***first*** value of the new linked list will be
- ❑ Then "build" the ***rest*** of the list by recursively calling the building function
- ❑ Finally, return a new ***Node(first, rest)***, representing the new linked list

Let's write the `recursive_range` function in VS Code!

