

Multiple-Choice Questions on Recursion

1. Which of the following statements about recursion are true?

- I. Every recursive algorithm can be written iteratively.
- II. Tail recursion is always used in “divide-and-conquer” algorithms.
- III. In a recursive definition, a process is defined in terms of a simpler case of itself.

- (A) I only
- (B) III only
- (C) I and II only
- (D) I and III only
- (E) II and III only

2. Which of the following, when used as the `/* body */` of method `sum`, will enable that method to compute $1 + 2 + \dots + n$ correctly for any $n > 0$?

```
/** Returns 1 + 2 + ... + n.
```

```
 * Precondition: n is a positive integer.
```

```
 */
```

```
public int sum(int n)
```

```
{
```

```
    /* body */
```

```
}
```

I. `return n + sum(n - 1);`

II. `if (n == 1)`

`return 1;`

`else`

`return n + sum(n - 1);`

III. `if (n == 1)`

`return 1;`

`else`

`return sum(n) + sum(n - 1);`

- (A) I only
- (B) II only
- (C) III only
- (D) I and II only
- (E) I, II, and III

3. Refer to the method `stringRecur`.

```
public void stringRecur(String s)
{
    if (s.length() < 15)
        System.out.println(s);
    stringRecur(s + "*");
}
```

When will method `stringRecur` terminate without error?

- (A) Only when the length of the input string is less than 15
- (B) Only when the length of the input string is greater than or equal to 15
- (C) Only when an empty string is input
- (D) For all string inputs
- (E) For no string inputs

4. Refer to method `strRecur`.

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    if (s.length() < 15)
    {
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        strRecur(s + "*");
    }
}
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Questions 5 and 6 refer to method `result`.

```
public int result(int n)
{
    if (n == 1)
        return 2;
    else
        return 2 * result(n - 1);
}
```

5. What value does `result(5)` return?

- (A) 64
- (B) 32
- (C) 16
- (D) 8
- (E) 2

6. If $n > 0$, how many times will `result` be called to evaluate `result(n)` (including the initial call)?
- (A) 2
 - (B) 2^n
 - (C) n
 - (D) $2n$
 - (E) n^2
7. Refer to method `mystery`.

```
public int mystery(int n, int a, int d)
{
    if (n == 1)
        return a;
    else
        return d + mystery(n - 1, a, d);
}
```

What value is returned by the call `mystery(3, 2, 6)`?

- (A) 20
 - (B) 14
 - (C) 10
 - (D) 8
 - (E) 2
8. Refer to method `f`.

```
public int f(int k, int n)
{
    if (n == k)
        return k;
    else
        if (n > k)
            return f(k, n - k);
        else
            return f(k - n, n);
}
```

What value is returned by the call `f(6, 8)`?

- (A) 8
- (B) 4
- (C) 3
- (D) 2
- (E) 1

9. What does method `recur` do?

```
/** x is an array of n integers.
 * n is a positive integer.
 */
public int recur(int[] x, int n)
{
    int t;
    if (n == 1)
        return x[0];
    else
    {
        t = recur(x, n - 1);
        if (x[n-1] > t)
            return x[n-1];
        else
            return t;
    }
}
```

- (A) It finds the largest value in `x` and leaves `x` unchanged.
- (B) It finds the smallest value in `x` and leaves `x` unchanged.
- (C) It sorts `x` in ascending order and returns the largest value in `x`.
- (D) It sorts `x` in descending order and returns the largest value in `x`.
- (E) It returns `x[0]` or `x[n-1]`, whichever is larger.

10. Which best describes what the `printString` method below does?

```
public void printString(String s)
{
    if (s.length() > 0)
    {
        printString(s.substring(1));
        System.out.print(s.substring(0, 1));
    }
}
```

- (A) It prints string `s`.
- (B) It prints string `s` in reverse order.
- (C) It prints only the first character of string `s`.
- (D) It prints only the first two characters of string `s`.
- (E) It prints only the last character of string `s`.

11. Refer to the method power.

```
/** Returns base raised to the expo power.  
 * Precondition:  
 * - base is a nonzero real number.  
 * - expo is an integer.  
 */  
public double power(double base, int expo)  
{  
    if (expo == 0)  
        return 1;  
    else if (expo > 0)  
        return base * power(base, expo - 1);  
    else  
        return /* code */;  
}
```

Which `/* code */` correctly completes method power?

(Recall that $a^{-n} = 1/a^n$, $a \neq 0$; for example, $2^{-3} = 1/2^3 = 1/8$.)

- (A) `(1 / base) * power(base, expo + 1)`
- (B) `(1 / base) * power(base, expo - 1)`
- (C) `base * power(base, expo + 1)`
- (D) `base * power(base, expo - 1)`
- (E) `(1 / base) * power(base, expo)`

12. Consider the following method.

```
public void doSomething(int n)  
{  
    if (n > 0)  
    {  
        doSomething(n - 1);  
        System.out.print(n);  
        doSomething(n - 1);  
    }  
}
```

What would be output following the call `doSomething(3)`?

- (A) 3211211
- (B) 1121213
- (C) 1213121
- (D) 1211213
- (E) 1123211

13. A user enters several positive integers at the keyboard and terminates the list with a sentinel (-999). A `writeEven` method reads those integers and outputs the even integers only, in the reverse order that they are read. Thus, if the user enters

3 5 14 6 1 8 -999

the output for the `writeEven` method will be

8 6 14

Assume that the user enters at least one positive integer and terminates the list with -999. Here is the method.

```
/** Postcondition: All even integers in the list are output in
 *                reverse order.
 */
public static void writeEven()
{
    int num = ...;    //read user input
    if (num != -999)
    {
        /* code */
    }
}
```

Which `/* code */` satisfies the postcondition of method `writeEven`?

- I. `if (num % 2 == 0)`
 `System.out.print(num + " ");`
 `writeEven();`
- II. `if (num % 2 == 0)`
 `writeEven();`
 `System.out.print(num + " ");`
- III. `writeEven();`
 `if (num % 2 == 0)`
 `System.out.print(num + " ");`

- (A) I only
- (B) II only
- (C) III only
- (D) I and II only
- (E) I, II, and III

14. Refer to the following recursive method.

```
public int mystery(int n)
{
    if (n < 0)
        return 2;
    else
        return mystery(n - 1) + mystery(n - 3);
}
```

What value is returned by the call `mystery(3)`?

- (A) 12
- (B) 10
- (C) 8
- (D) 6
- (E) 4

Questions 15 and 16 refer to method `t`.

```
/** Precondition: n is a positive integer. */
public int t(int n)
{
    if (n == 1 || n == 2)
        return 2 * n;
    else
        return t(n - 1) - t(n - 2);
}
```

15. What will be returned by `t(5)`?
 - (A) 4
 - (B) 2
 - (C) 0
 - (D) -2
 - (E) -4
16. For the method call `t(6)`, how many calls to `t` will be made, including the original call?
 - (A) 6
 - (B) 7
 - (C) 11
 - (D) 15
 - (E) 25
17. This question refers to methods `f1` and `f2` that are in the same class.

```
public int f1(int a, int b)
{
    if (a == b)
        return b;
    else
        return a + f2(a - 1, b);
}

public int f2(int p, int q)
{
    if (p < q)
        return p + q;
    else
        return p + f1(p - 2, q);
}
```

What value will be returned by a call to `f1(5, 3)`?

- (A) 5
- (B) 6
- (C) 7
- (D) 12
- (E) 15

18. Consider method `foo`.

```
public int foo(int x)
{
    if (x == 1 || x == 3)
        return x;
    else
        return x * foo(x - 1);
}
```

Assuming no possibility of integer overflow, what will be the value of `z` after execution of the following statement? Note that $n! = (n)(n-1)(n-2)\dots(2)(1)$.

```
int z = foo(foo(3) + foo(4));
```

- (A) $(15!)/(2!)$
- (B) $3! + 4!$
- (C) $(7!)$
- (D) $(3! + 4!)$
- (E) 15

Questions 19 and 20 refer to the `IntFormatter` class below.

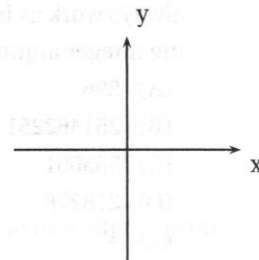
```
public class IntFormatter
{
    /** Write 3 digits adjacent to each other.
     * Precondition: n is a nonnegative integer.
     */
    public static void writeThreeDigits(int n)
    {
        System.out.print(n / 100);
        System.out.print((n / 10) % 10);
        System.out.print(n % 10);
    }

    /** Insert commas in n, every 3 digits starting at the right.
     * Precondition: n is a nonnegative integer.
     */
    public static void writeWithCommas(int n)
    {
        if (n < 1000)
            System.out.print(n);
        else
        {
            writeThreeDigits(n % 1000);
            System.out.print(",");
            writeWithCommas(n / 1000);
        }
    }
}
```

19. The method `writeWithCommas` is supposed to print its nonnegative `int` argument with commas properly inserted (every three digits, starting at the right). For example, the integer 27048621 should be printed as 27,048,621. Method `writeWithCommas` does not always work as intended, however. Assuming no integer overflow, which of the following integer arguments will not be printed correctly?
- (A) 896
 - (B) 251462251
 - (C) 365051
 - (D) 278278
 - (E) 4
20. Which change in the code of the given methods will cause method `writeWithCommas` to work as intended?
- (A) Interchange the lines `System.out.print(n / 100)` and `System.out.print(n % 10)` in method `writeThreeDigits`.
 - (B) Interchange the lines `writeThreeDigits(n % 1000)` and `writeWithCommas(n / 1000)` in method `writeWithCommas`.
 - (C) Change the test in `writeWithCommas` to `if (n > 1000)`.
 - (D) In the method `writeWithCommas`, change the line `writeThreeDigits(n % 1000)` to `writeThreeDigits(n / 1000)`.
 - (E) In the method `writeWithCommas`, change the recursive call `writeWithCommas(n / 1000)` to `writeWithCommas(n % 1000)`.

21. Consider the following method.

```
public static void sketch(int x1, int y1, int x2, int y2, int n)
{
    if (n <= 0)
        drawLine(x1, y1, x2, y2);
    else
    {
        int xm = (x1 + x2 + y1 - y2) / 2;
        int ym = (y1 + y2 + x2 - x1) / 2;
        sketch(x1, y1, xm, ym, n - 1);
        sketch(xm, ym, x2, y2, n - 1);
    }
}
```



Assume that the screen looks like a Cartesian coordinate system with the origin at the center, and that `drawLine` connects (x_1, y_1) to (x_2, y_2) . Assume also that x_1 , y_1 , x_2 , and y_2 are never too large or too small to cause errors. Which picture best represents the sketch drawn by the method call

`sketch(a, 0, -a, 0, 2)`

where a is a positive integer?

