

Informatics II

Exercise 2

Spring Semester 2022
Week 3
Recursion

Task 1. Short Questions

Solve all of the following subtasks without executing any given code.

- (a) Consider the C function below. How many recursive calls will be executed for `rec_fun1(3)`?

```
1 int rec_fun1(int n) {  
2     if (n == 13) {  
3         return 12;  
4     }  
5     else {  
6         return 11 * rec_fun1(n + 2);  
7     }  
8 }
```

Answer:



- (b) Consider the following function in C
What will be the return value of the call `rec_fun2(3, 0)`?

```
1 int rec_fun2(int x, int y) {  
2     if (x <= 0) {  
3         y = y + 5;  
4         return y;  
5     }  
6     else {  
7         int t1 = rec_fun2(x - 1, y + 2);  
8         int t2 = rec_fun2(x - 2, y + 3);  
9         return t1 + t2;  
10    }  
11 }
```

Answer:

- (c) Consider the following two C functions:

What will be the output on the console for the call `rec_fun3a(5)`?

```
1 void rec_fun3a(int n) {
2     if (n == 0) {
3         return;
4     }
5     printf("%d", n);
6     rec_fun3b(n - 2);
7     printf("%d", n);
8 }
9
10 void rec_fun3b(int n) {
11     if (n == 0) {
12         return;
13     }
14     printf("%d", n);
15     rec_fun3a(n + 1);
16     printf("%d", n);
17 }
```

Answer:

- (d) Consider the following function in C:

Formally describe the set of input values x and y for which an infinite recursion will occur (i.e. for which the base case is never reached).

```
1 int rec_fun4(int x, int y) {
2     if (x > y) {
3         return x * y;
4     }
5     else {
6         return rec_fun4(x - 1, y);
7     }
8 }
```

Answer:

- (e) Is the following statement true or false?

«A recursive function always has to have exactly one base case.»

Answer:

☐ True☐ False**Task 2. Second Smallest Element**Write a program in C which *recursively* finds the value of the second smallest element in an arbitrary array $A[0..n-1]$ of $n > 1$ mutually distinct, strictly positive integers.A code skeleton with the code for reading in an array from the user is provided as `task2_skeleton.c`.

Task 3. Blinking Light

Consider a LED which is emitting different blinking patterns. In each second, the LED can either exhibit exactly two short blinks (which will be denoted as `--` in the following examples) or exactly one long blink (denoted as `—`). Hence a blinking pattern will consist of a certain number n of blinks (each either short or long). For example, a blinking pattern consisting of $n = 3$ blinks (regardless whether short or long) can have one of the following 3 configurations:

`(-- —)`, `(-- --)`, `(---)`

A blinking pattern consisting of $n = 4$ blinks can be constructed in 5 different ways:

`(----)`, `(-- — —)`, `(--- --)`, `(--- --)`, `(--- --)`

Write a program in C which calculates the number of different blinking patterns which consist of exactly n blinks.

A code skeleton with the code for reading in an integer value is provided as `task3_skeleton.c`.

Task 4. Fractal Circles

Devise a pseudo code algorithm which will produce in a Cartesian coordinate system a picture according to the following rules:

Initially, a circle with radius r_0 is drawn with its centre at the position $(x_0, y_0) = (0, 0)$. At each point of intersection of a circle with the x-axis, another circle is drawn which has half the radius of the circle intersecting the x-axis. No circle with a radius smaller than $r_{min} = 10$ should be drawn. See Figure 1 for an example produced for $r_0 = 256$.

Assume that a subroutine `draw_circle(pos_x, pos_y, radius)` does already exist and will draw a circle around a centre position at coordinate (pos_x, pos_y) with the radius given as an argument.

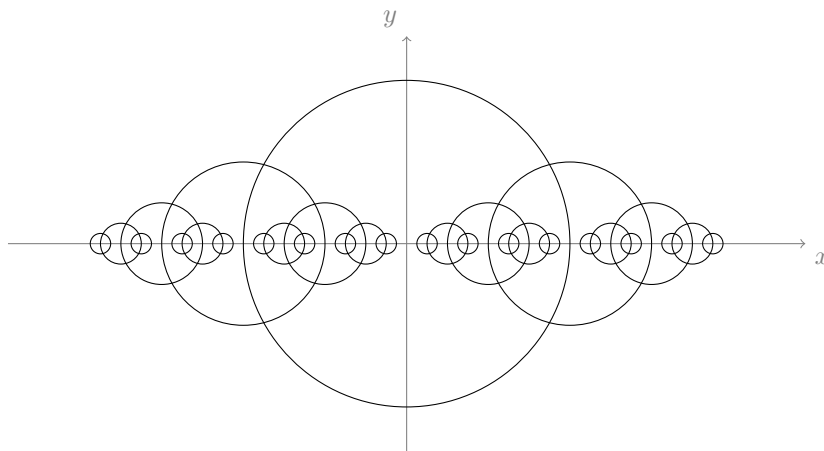


Figure 1: Figure produced according to the given rules for $r_0 = 256$.