

# FUNCTIONS

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# QUICK EXERCISE: FIND THE OUTPUT

```
#include <stdio.h>
int sub(int a)
{
    return a-4;
}
int add(int a, int b)
{
    return (5 + sub (a+b));
}
int main()
{
    printf("%d", add(3,6));
    return 0;
}
```

**Output:**  
**10**

Point to note:

- A function returns to the line of call once it finishes executing all its statements.

# GUESS... WHAT IS THIS?





# RUSSIAN DOLLS

- At first, you see just one big doll, usually painted wood.
- You can remove the top half of the first doll, and what do you see inside? Another, slightly smaller, Russian doll!



# RUSSIAN DOLLS

- You can remove that doll and separate its top and bottom halves.
- And you see yet another, even smaller, doll:



# RUSSIAN DOLLS

- And you can keep going.
- Eventually you find the teeniest Russian doll.
- It is just one piece, and so it does not open.





# WHY RUSSIAN DOLLS?

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- We started with one big Russian doll, and we saw smaller Russian dolls, until we saw one that was so small that it could not contain another.
- Just as one Russian doll can go all the way down to a tiny Russian doll that is too small to contain another..
- we'll see how to design an algorithm to solve a problem by solving a smaller instance of the same problem...
- unless the problem is so small that we can just solve it directly. We call this technique **recursion**.

# QUICK EXERCISE: MAKE OBSERVATIONS

```
#include <stdio.h>
int add(int a)
{
    int d;
    d= add(a);
    return d;
}
int main()
{
    printf("%d", add(5));
    return 0;
}
```

**Output:**  
**Infinite loop**

The function calls *“itself”*.  
It endlessly goes into an  
infinite loop of function  
calls.



# QUICK EXERCISE: FIND THE OUTPUT

```
#include <stdio.h>
int add(int a)
{
    int d;
    d= add(a-1);
    return d;
}
int main()
{
    printf("%d", add(5));
    return 0;
}
```

**Output:**  
**Infinite loop**

The function calls *“itself”*.  
It endlessly goes into an  
infinite loop of function  
calls.

# QUICK EXERCISE: FIND THE OUTPUT

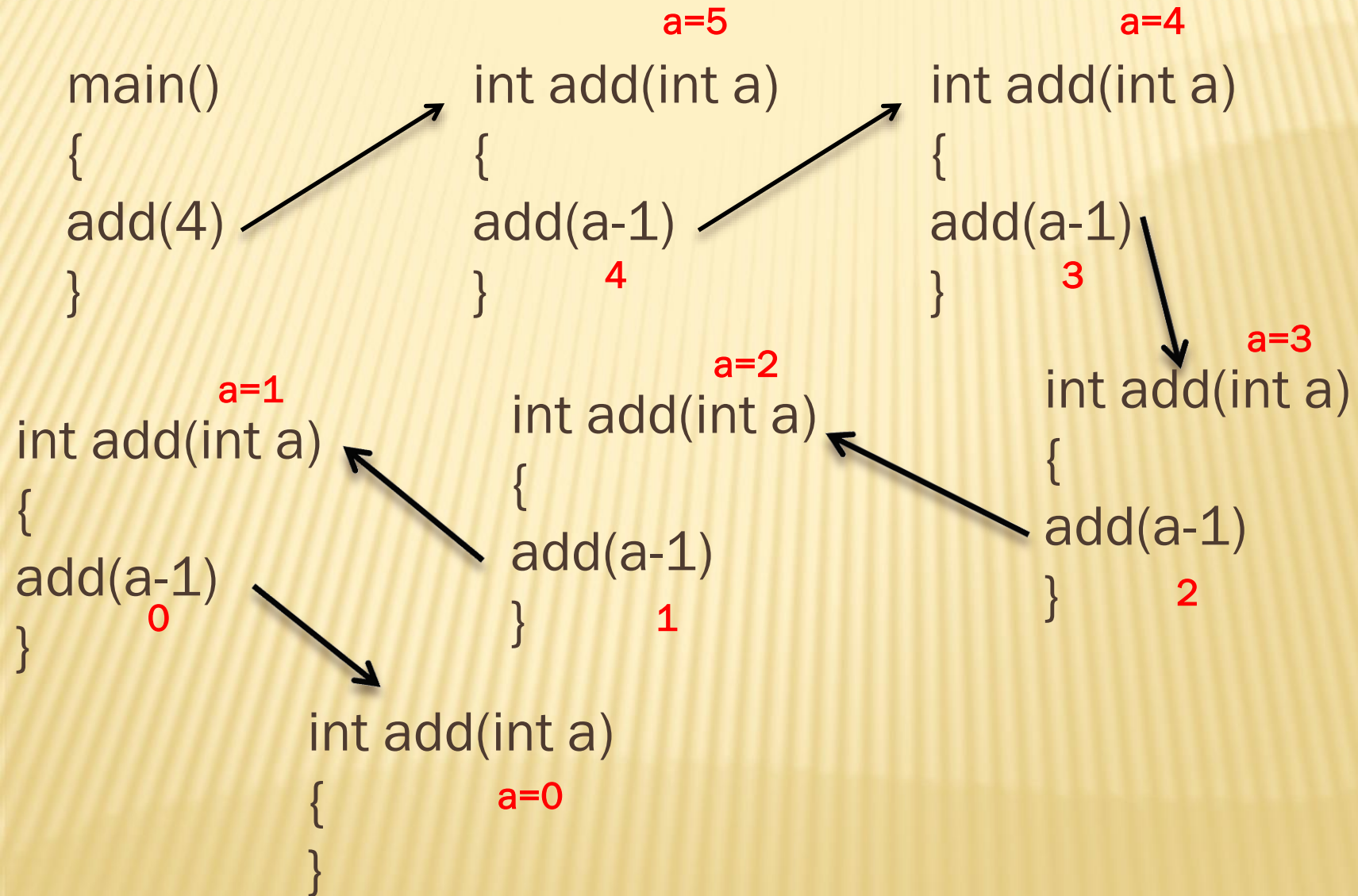
```
#include <stdio.h>

int add(int a)
{
    int d;
    if(a==0)
        return 0;
    d = add(a-1)+1;
    return d;
}

int main()
{
    printf("%d", add(5));
    return 0;
}
```

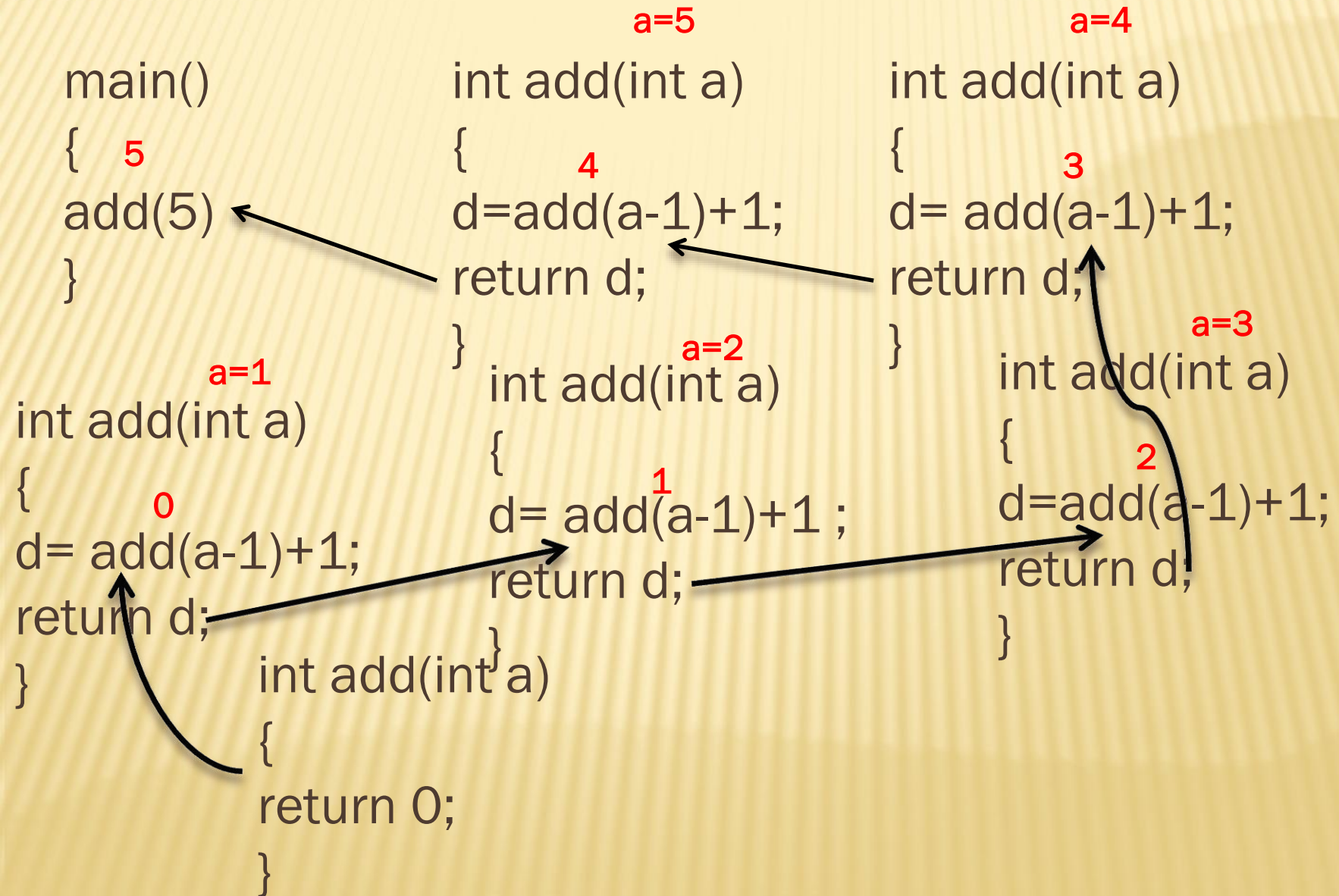
Output:  
5

# HOW DOES THE FUNCTION CALL WORK?





# HOW DOES THE RETURN WORK?



# RECURSION

- Recursion is the process of defining a problem (or the solution to a problem) in terms of (a simpler version of) itself.
- A recursive function is the one that calls itself, with a more simplified parameter.
- The line of call is called as the *recursive component*.
- The parameters ultimately reach a value where we get a direct solution for the problem.
- This is called as the *base component*.
- The base component typically consists of a
  - i. condition
  - ii. return statement

# RECURSION

```
#include <stdio.h>
```

```
int add(int a)
```

```
{
```

```
int d;
```

```
if(a==0)
```

```
return 0;
```

```
d = add(a-1);
```

```
return d;
```

```
}
```

```
int main()
```

```
{
```

```
printf("%d", add(5));
```

```
return 0;
```

```
}
```



Base component



Recursive component



# QUICK EXERCISE: FIND THE OUTPUT

```
#include <stdio.h>

int add(int a)
{
    int d;
    if(a==0)
        return 0;
    d = add(a);
    return d;
}

int main()
{
    printf("%d", add(5));
    return 0;
}
```

**Output:**  
**Infinite Loop**

**The recursive component must modify the parameter in some way.**

**Else the base component condition will not be reached.**

# QUICK EXERCISE: FIND THE OUTPUT

```
#include <stdio.h>

int add(int a)
{
    int d;
    d = add(a-1);
    return d;
    if(a==0)
    return 0;
}

int main()
{
    printf("%d", add(5));
    return 0;
}
```

**Output:**  
**Infinite Loop**

**The base component must always be placed BEFORE the recursive component.**

# QUICK EXERCISE: FIND THE OUTPUT

```
#include <stdio.h>
int add(int a, int b)
{
    int d;
    if(b==0)
        return 0;
    d = a + add(a,b-1);
    return d;
}
int main()
{
    printf("%d", add(5,8));
    return 0;
}
```

Output:

40

Can you predict what this program is doing?

Adding “a” , “b” times or in other words,  
 $a*b$



# QUICK EXERCISE

```
#include <stdio.h>
int fun(int n);
int main()
{
    printf("%d", fun(1));
    return 0;
}
int fun(int n)
{
    int d;
    if(n==4)
        return n;
    else
    {
        d = 2 * fun(n+1);
        return d;
    }
}
```

Output:  
32

# QUICK EXERCISE

```
int fun(int n)
{
    int d,e;
    if(n==0)
        return 2;
    else
    {
        d = fun(n/2);
        e = fun(n/3);
        return (d+e);
    }
}

int main()
{
    printf("%d", fun(6));
}
```

Output:  
14

# PROGRAM IT

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- Write a recursive function which calculates and returns the factorial of a number.
- Write a recursive function that returns the nth fibonacci number.