### IAX0584 Programming II Recursion Homework no.2

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# Copyright declaration

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# Setting up a task

The task is to create a program that takes the initial value x (between -1 and 1) and the deviation value  $\epsilon$  (eps for later, between 0 and 1) and evaluates items of sequence A using recursion. The A is formed as

$$A_{1} = x$$

$$A_{2} = \frac{1}{2} \frac{x^{3}}{3}$$

$$A_{3} = \frac{1}{2} \frac{3}{4} \frac{x^{5}}{5}$$

Recursively this sequence can be represented as

$$A_{i+1} = A_i \frac{(2i+1)^2 x^2}{(2i+2)(2i+3)}$$

Assuming that "i" starts from 0, where  $A_0 = x$ 

The program should calculate numbers until i = 15 or  $|A_{i+1} - A_i| \le \varepsilon$  and write down them into the file.

For example, when x=0.8 and eps=0.0001 the result will be:

F: 9

1: 0.800000

2: 0.085333

3: 0.024576

4: 0.009362

5: 0.004078

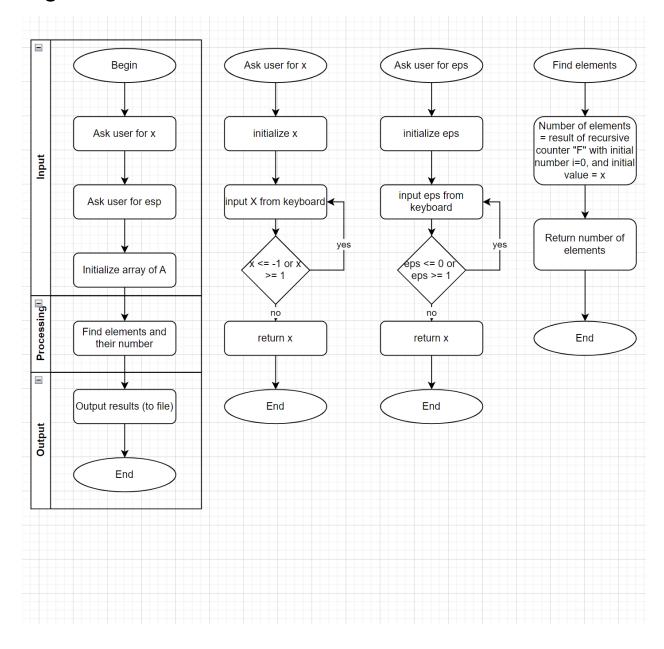
6: 0.001922

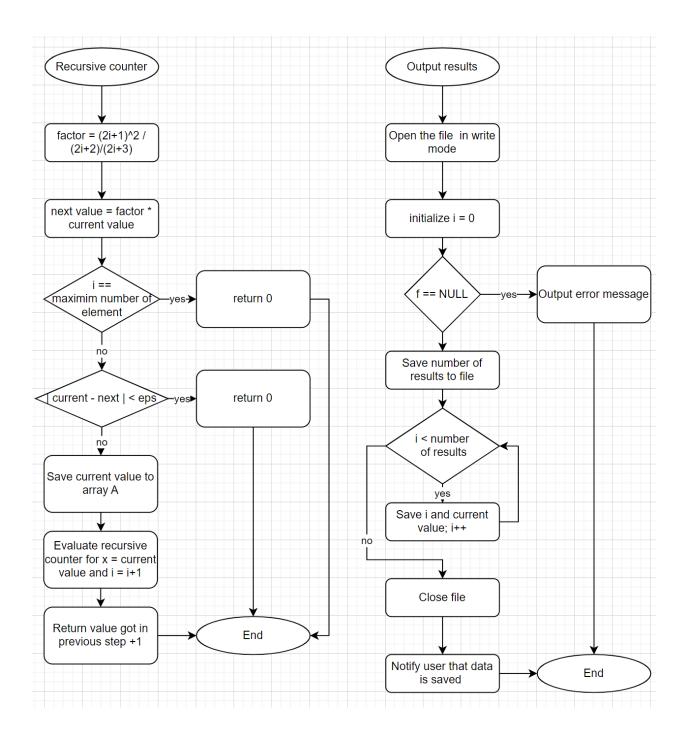
7: 0.000954

8: 0.000491

9: 0.000260

# Algorithm





## Folder structure

The code of the program is divided into files. The root of the project will look like this:

#### /project

- main.c
- F.txt
- functions.h
- functions.c

The *main.c* file is located at the root of the project and is the entry point of the program. *F.txt* is the output file.

File *functions.c* contains all necessary declarations of functions and *functions.h* contains their prototypes and structure declaration

## Source code

In the next sections, there is a source code of the program

### main.c

```
#include "functions.h"
int main()
{
    double x = inputX();
    double eps = inputEps();
    double a[MAX];

    int count = findElements(x, eps, a);

    output(count, a);
}
```

### functions.h

```
#ifndef FUNCTIONS_H
#define FUNCTIONS_H

#include <stdio.h>

#define OUTPUT_FILE "F.txt"

#define MAX 15

double inputEps();
double inputX();
void output(int, double[]);
int findElements(double, double, double[]);

#endif
```

### functions.c

```
#include "functions.h"
int f(double, int, double, double, double[]);
double inputEps() {
   double eps;
   printf("Enter eps: ");
   scanf("%lf", &eps);
   } while (eps <= 0 || eps >= 1);
   return eps;
double inputX(){
       printf("Enter x: ");
void output(int count, double results[]){
    FILE *f = fopen(OUTPUT FILE, "w");
   int i;
       printf("Error opening file!\n");
    fprintf(f, "F: %d\n", count);
```

```
fclose(f);
printf("Results saved to %s\n", OUTPUT_FILE);
}
int findElements(double x, double eps, double results[]) {
  int count = f(x, 0, x, eps, results);
  return count;
}
int f(double current, int i, double x, double eps, double results[]) {
    double factor = (2*(double)i + 1)*(2*(double)i + 1)/(2*(double)i +
2)/(2*(double)i + 3)*x*x;
    double next = current * factor;

if(i == MAX) {
    return 0;
} else if ( -eps < current - next && current - next < eps) {
    return 0;
} else {
    results[i] = current;
    return f(next, i+1, x, eps, results) + 1;
}
}</pre>
```

## **Code Explanation**

The program asks user for x and esp values and initializes array to store data.

Then it calls the function "findElements" which takes x, eps, and a as parameters because they will be used in the further calculation. This function returns a number of elements (either index of element where esp condition is met, or limit 15)

The function calls a recursive function f which takes these parameters: eps, x, a, (current index of element) and current - last calculated value. That i evaluates the factor (quotient of next and current element) and next element. After that, the function checks if the last index is smaller than 15 (the maximum number of elements in sequence) and if the absolute value of current-next is smaller than eps. These are the exit conditions. If they are met the functions returns 0 (which means that no more calculations will be done).

If not, the recursive function calls itself, but now for the *next* value, and i = i+1. The return value will be the number of further calculations, so we add 1 to it and return it.

In the end, the program saves the number of results and values to the file "F.txt"