

Josephus Problem

We solved the Josephus problem using a recursive function. We established a recursive function then called the function from the main function and sent “n” and “k” as perimeter.

In recursive function there we've checked whether the value of “n” is 1 or not. If $n = 1$ then the function will return 1. Else the recursive case will be executed.

Explaining the recursive case below:

$$f(n, k) = ((f(n - 1, k) + k - 1) \% n) + 1$$

Suppose the quantity of people in the circle, $n = 5$ and the step between two man in the circle, $k = 2$.

$$\begin{aligned} \text{step 1 : } f(5, 2) &= ((f(5 - 1, 2) + 2 - 1) \% 5) + 1 \\ &\Rightarrow ((f(4, 2) + 1) \% 5) + 1 \end{aligned}$$

Now the function will call it's recursively and solve $f(4, 2)$:

$$\begin{aligned} \text{step 2 : } f(4, 2) &= ((f(4 - 1, 2) + 2 - 1) \% 4) + 1 \\ &\Rightarrow ((f(3, 2) + 1) \% 4) + 1 \end{aligned}$$

Now solve $f(3, 2)$:

$$\begin{aligned} \text{step 3 : } f(3, 2) &= ((f(3 - 1, 2) + 2 - 1) \% 3) + 1 \\ &\Rightarrow ((f(2, 2) + 1) \% 3) + 1 \end{aligned}$$

Now solve $f(2, 2)$:

$$\begin{aligned} \text{step 4 : } f(2, 2) &= ((f(2 - 1, 2) + 2 - 1) \% 2) + 1 \\ &\Rightarrow ((f(1, 2) + 1) \% 2) + 1 \end{aligned}$$

Here the recursive function could find $n = 1$, after calling $f(1, 2)$. As we set the statement if $n = 1$ then the function will return 1.

Then we have got the main result is:

$$f(2, 2) = 1$$

$$f(3, 2) = 3$$

$$f(4, 2) = 1$$

$$f(5, 2) = 3 \text{ [Final result]}$$

CODE

```
#include<stdio.h>
int position(int n, int k)
{
    if (n == 1)
        return 1;
    else
        return (position(n - 1, k) + k - 1) % n + 1;
}

int main(void)
{
    int testcase,n,k;
    scanf("%d",&testcase);

    printf("\n");
    for(int i=1;i<=testcase;i++){

        scanf("%d%d",&n,&k);

        int josephus = position(n,k);
        printf("Case %d: %d",i,josephus);
        printf("\n\n");
    }

    return 0;
}
```

Output:

```
3
5
2
Case 1: 3

6
3
Case 2: 1

1234
233
Case 3: 25

Process returned 0 (0x0)   execution time : 14.401 s
Press any key to continue.
```