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CS 202

Papachristos

The main objectives of this project is to serve as the introduction to recursion. In which serves to test our ability to work with some STL functionalities. And is also a review of your knowledge on working with templates, dynamic data structures, as well as manipulating dynamic memory, classes, pointers and iostream to all extents, is also included.  
 We were given a makefile, vectorrecursion header and a proj11.cpp file this time. My solution is directly as instructed by pdf, as the solution was essentially given to us. My solution followed the quicksort algorithm to implement my vector\_resort function. As well as my vector\_research solution to be from the binary search algorithm that was also provided to us in the pdf. I did not run into any major problems in this program as it was straight forward, according to the pdf.

At first, the idea of recursion seems very complex, especially with the the fibonacci number recursion. However, I believe this project was on the easier side of the spectrum. Given more time, I would have focused more on the extras as they were said in the pdf. I finished this project much later than normal, which resulted in me having to ignore the extras. It seemed to me that the extras, according to our PASS leader was “not worth” the time required to complete it. So therefore I believe that would have been the only thing I would have worked on, provided more time.