Recuesion

[Recubbign] "parcess where a method calls itself in order to solve a problem. This technique is commonly used to break down a problem into smaller, more manageable sub-problems of the some type. Each recursive call should move the solution closer to a base case, which

Stops the remosion.

Base case -> stop repetation of the code. or end.

Note if the Base ceye is not porovided then Stack Overflow recuesion in Jorg occurs when a recuesive method calls itself too mony times, exceeding the maximum size of the call stack.

> Main methodes - method AU - Method Bro - Method (O)

main method () calls Method Aco, which calls method B, which calls Method c. and 80 on.

Cocreo our wint In

[call stack]

'memory region that stores

information about active method calls,

including method names, pascimeters &

return addresses. It's Last - In-Fiest-Out

(LIFO) data structures that manages

method calls & returns.

[Problem statement]: pointing "Hi" 5 times

Using recuesion in java.

public static void point Hi (int n) h

if (n > 0) h

System. out. point ln ("Hi");

point Hi (n-1);

public static void main (string [] args) f

point Hi (5);

point Hi (5);

point Hi method calls itself recuesively until

n=5 in this case

-> HI \ >0612 paint Hi(5) paint Hi(5-1) - 4 -> Hi paint Hi (4-1) - 3 -> Hi paint Hi (3-1)-2 Hi paintHi (2-1)-1 - retuens lends (n is not pointHi(1-2)-0 "Simple recuesive function Problem Statement 2 in Java that calculates the factorial of a number $51 = 5 \times 4 \times 3 \times 2 \times 1 = 120$ public static int factorial (int n) h if $(n = 0) h \leftarrow Base (cys)$ Factionical of 0 is 1 retuen 1; else & - [Remesive case] return n * factorial(n-1); 4 public static void main (Storing C) crogs) { int number = 5; int result = factorial (number); System. out. paint en (" Factorial of "+ number * 'is" + result);

Meage Spac



```
factorial (5) -> 5
Factorial (5-1) = 4 →
Factorial (4-1) = 3 →
Factoral (3-1) = 2 -> 2
                                   5x4x3x 2x
Factorial (2-1) = 1 \rightarrow 1
                                      - 120
factorial (1-i) = 0 \rightarrow 1
```

```
Explanation:- The facturial method is defined
    to take on integer 'n'
  If in is o, the method vetuens 1
   (the base case).
- otherwise, the method returns
     in * Factorial(n-2), which is a
     recussive call to itself with 'n-1'
```

```
factorial (6) calls factorial (4)
     factorial (4) calls factorial (3)
2.
     factorial (3) calls factorial (2)
     factorial (2) calls factorial (1)
     factorial (1) calls factorial (0)
      Pactorial (0) returns 1 chase case)
                   n * factorial (n-1)
     factorial (30) (1) retuens 1 * 1 = 1
     factorial (2) returns 2 * 1 = 2
factorial (3) returns 3 * 9 = 6
8,
     factorial (4) returns 4 + 6 = 24
10.
     fuetonal (5) vetuens 5 x 24 = 120
11
```