Practical 3: Recursion

What am I doing today?

Today's practical focuses on 3 things:

- 1. Quick questions about Recursion
- 2. Comparing an iterative fibonacci algorithm to a recursive one
- 3. Help the monks solve the Towers of Hanoi

Instructions

Try all the questions. Ask for help from the demonstrators if you get stuck. Solutions will be posted afterward.

*****Grading: Remember** if you complete the practical, add the code to your GitHub repowhich needs to be submitted at the end of the course **for an extra 5**%

Warm-up questions

- 1. What are the two principal characteristics of a recursive algorithm?
- Break a bigger problem down into smaller problems, i.e divide and conquer.
- Call itself recursively until a base case is reached
- 2. Recursion is...

Answer	
	theoretically interesting but rarely used in actual programs
	theoretically uninteresting and rarely used in programs
X	theoretically powerful and often used in algorithms that could benefit from recursive methods

- 3. **True** or false: All recursive functions can be implemented iteratively
- **4.** True or **false:** if a recursive algorithm does NOT have a base case, the compiler will detect this and throw a compile error?
- 5. True or **false**: a recursive function must have a void return type.
- **6.** True or **False**: Recursive calls are usually contained within a loop.
- **7. True** or False: Infinite recursion can occur when a recursive algorithm does not contain a base case.

8. Which of these statements is true about the following code?

```
int mystery(int n)
{
     if (n>0) return n + mystery(n-1);
     return 0;
}
```

Your answer	
	The base case for this recursive method is an argument with any value which is greater than zero.
х	The base case for this recursive function is an argument with the value zero.
	There is no base case.

9. List common bugs associated with recursion?

1	No base case – infinite regression
2	Incorrect or misplaced return statement
3	
4	

10. What method can be used to address recursive algorithms that excessively recompute?