

## ##Prepare 20 pseudo codes in recursion based on C

```
1.int fun(int n) {  
    if(n == 0)  
        return 0;  
    return fun(n - 1) + n;  
}  
int main() {  
    printf("%d", fun(5));  
}
```

**Output: 15**

```
2.int fun(int n) {  
    if(n <= 1)  
        return 1;  
    return fun(n - 1) * 2;  
}  
int main() {  
    printf("%d", fun(4));  
}
```

**Output: 8**

```
3.int fun(int n) {  
    if(n == 1)  
        return 1;  
    return fun(n - 1) + fun(n - 1);  
}  
int main() {  
    printf("%d", fun(3));  
}
```

**Output: 4**

```
4.int fun(int n) {  
    if(n <= 0)  
        return 0;
```

```

    return fun(n - 2) + n;
}
int main() {
    printf("%d", fun(7));
}

```

**Output: 16**

```

5.int fun(int n) {
    if(n < 10)
        return n;
    return fun(n / 10) + n % 10;
}
int main() {
    printf("%d", fun(345));
}

```

**Output: 12**

```

6.int fun(int n) {
    if(n == 0)
        return 1;
    if(n % 2 == 0)
        return fun(n - 1);
    return fun(n - 1) + 2;
}
int main() {
    printf("%d", fun(5));
}

```

**Output: 6**

```

7.int fun(int n) {
    if(n <= 1)
        return 1;
    return n + fun(n / 2);
}
int main() {

```

```
    printf("%d", fun(8));  
}
```

**Output: 15**

```
8.int fun(int n) {  
    if(n == 0)  
        return 0;  
    return fun(n / 10) * 10 + (n % 10);  
}  
int main() {  
    printf("%d", fun(123));  
}
```

**Output: 123**

```
9.int fun(int n) {  
    if(n == 0)  
        return 1;  
    return fun(n - 1) + fun(n - 1) + 1;  
}  
int main() {  
    printf("%d", fun(3));  
}
```

**Output: 15**

```
10.int fun(int n) {  
    if(n <= 1)  
        return n;  
    return fun(n - 1) - fun(n - 2);  
}  
int main() {  
    printf("%d", fun(6));  
}
```

**Output: 1**

```

11.int fun(int n) {
    if(n == 0)
        return 0;
    return fun(n - 1) * 2 + 1;
}
int main() {
    printf("%d", fun(4));
}

```

**Output: 15**

```

12.int fun(int n) {
    if(n <= 0)
        return 1;
    return n * fun(n - 2);
}
int main() {
    printf("%d", fun(6));
}

```

**Output: 48**

```

13.int fun(int n) {
    if(n < 10)
        return 1;
    return 1 + fun(n / 10);
}
int main() {
    printf("%d", fun(9876));
}

```

**Output: 4 // number of digits**

```

14.int fun(int n) {
    if(n == 1)
        return 2;
    return fun(n - 1) * fun(n - 1);
}

```

```
int main() {  
    printf("%d", fun(3));  
}
```

**Output: 16**

```
15.int fun(int n) {  
    if(n == 0)  
        return 0;  
    return fun(n - 1) + (n % 2 == 0);  
}  
int main() {  
    printf("%d", fun(6));  
}
```

**Output: 3 // count of even numbers from 1 to 6**

```
16.int fun(int n) {  
    if(n <= 1)  
        return 1;  
    return fun(n - 1) + n * fun(n - 2);  
}  
int main() {  
    printf("%d", fun(5));  
}
```

**Output: 14**

```
17.int fun(int n) {  
    if(n == 0)  
        return 1;  
    return fun(n / 2) + n;  
}  
int main() {  
    printf("%d", fun(4));  
}
```

**Output: 7**

```
18.int fun(int n) {  
    if(n <= 1)  
        return 1;  
    return fun(n - 2) + fun(n - 1);  
}  
int main() {  
    printf("%d", fun(7));  
}
```

**Output: 13**

```
19.int fun(int n) {  
    if(n == 0)  
        return 0;  
    return fun(n - 1) + (n / 2);  
}  
int main() {  
    printf("%d", fun(5));  
}
```

**Output: 6**

```
20.int fun(int n) {  
    if(n == 1)  
        return 3;  
    return fun(n - 1) + fun(n - 1);  
}  
int main() {  
    printf("%d", fun(4));  
}
```

**Output: 24**