18 Recursion

Objectives

In this chapter you'll:

- Learn the concept of recursion.
- Write and use recursive methods.
- Determine the base case and recursion step in a recursive algorithm.
- Learn how recursive method calls are handled by the system.
- Learn the differences between recursion and iteration, and when to use each.
- Learn what fractals are and how to draw them using recursion and JavaFX's `Canvas` and `GraphicsContext` classes.
- Learn what recursive backtracking is and why it's an effective problem-solving technique.

Outline