

## Exercise 1: Pascal's Triangle

The following pattern of numbers is called *Pascal's triangle*.

1	1
2	1 1
3	1 2 1
4	1 3 3 1
5	1 4 6 4 1
6	...

The numbers at the edge of the triangle are all 1, and each number inside the triangle is the sum of the two numbers above it. Write a function that computes the elements of Pascal's triangle by means of a recursive process.

Do this exercise by implementing the `pascal` function in `Main.scala`, which takes a column `c` and a row `r`, counting from 0 and returns the number at that spot in the triangle. For example, `pascal(0,2)=1`, `pascal(1,2)=2` and `pascal(1,3)=3`.

```
1 def pascal(c: Int, r: Int): Int
```

## Exercise 2: Parentheses Balancing

Write a recursive function which verifies the balancing of parentheses in a string, which we represent as a `List[Char]` not a `String`. For example, the function should return true for the following strings:

- (if (zero? x) max (/ 1 x))
- I told him (that it's not (yet) done). (But he wasn't listening)

The function should return false for the following strings:

- :-)
- ()()

The last example shows that it's not enough to verify that a string contains the same number of opening and closing parentheses.

Do this exercise by implementing the `balance` function in `Main.scala`. Its signature is as follows:

```
1 def balance(chars: List[Char]): Boolean
```

There are three methods on `List[Char]` that are useful for this exercise:

- `chars.isEmpty`: `Boolean` returns whether a list is empty
- `chars.head`: `Char` returns the first element of the list
- `chars.tail`: `List[Char]` returns the list without the first element

**Hint:** you can define an inner function if you need to pass extra parameters to your function.

**Testing:** You can use the `toList` method to convert from a `String` to a `List[Char]`: e.g. `"(just an) example".toList`.

## Exercise 3: Counting Change

Write a recursive function that counts how many different ways you can make change for an amount, given a list of coin denominations. For example, there are 3 ways to give change for 4 if you have coins with denomination 1 and 2: `1+1+1+1`, `1+1+2`, `2+2`.

Do this exercise by implementing the `countChange` function in `Main.scala`. This function takes an amount to change, and a list of unique denominations for the coins. Its signature is as follows:

```
1 def countChange(money: Int, coins: List[Int]): Int
```

Once again, you can make use of functions `isEmpty`, `head` and `tail` on the list of integers `coins`.