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Problem 1:

A palindrome is a word, phrase or sequence that reads the same backward as forwards, for example, “bob”, “step on no pets”. Write a recursive function `isPalindrome` that takes a string as input and returns true if it is a palindrome, false otherwise. You might find the `string::substr` useful, which takes two arguments, the first being the start position of the character in the original string to be copied, the second is the length of the substring to be copied, returns the substring. For example:

```
cout << string("Hello World").substr(2, 5); // Prints "llo W"
bool isPalindrome(string s) {
```

Problem 2:

What does the following function compute?

```
// Precondition: b is a nonnegative integer
int mystery1(int a, int b) {
    if (b == 0) return 1;
    if (b % 2 == 0) return mystery1(a*a, b / 2);
    return mystery1(a*a, b / 2) * a;
}
```

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Problem 3:

What does the following function compute?

```
// Precondition: a and b are nonnegative integers
int mystery2(int a, int b) {
    if (b == 0) return 0;
    if (b % 2 == 0) return mystery2(a + a, b / 2);
    return mystery2(a + a, b / 2) + a;
}
```

Problem 4:

Write a recursive function `printReverse` that takes an array of integers and its size as inputs, and prints its elements in reverse order. For example, if we pass into this function the array 1, 4, 3, 6 and the size of 4, we should see 6, 3, 4, 1 in the console.

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Problem 5:

Implement a recursive function `sumOfDigits` that takes a positive integer as input and returns the sum of all of the digits in the integer.

Problem 6

Implement a recursive function `deleteList`, that takes pointer to the head of a singly linked list and deletes the whole list.

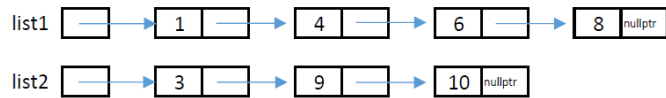
```
struct Node {  
    int val;  
    Node* next;  
};  
  
void deleteList(Node* head) {
```

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Problem 7:

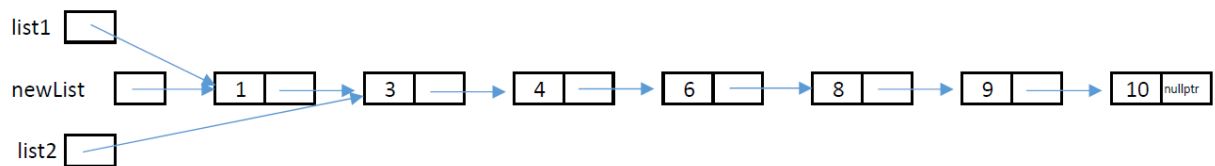
Given the same Node above, implement a recursive function that merges two sorted singly linked lists into a single sorted linked list. The function should return the head of the new list. You may not create any new Nodes, this is known as an in-place merge. For example suppose we have two list:



And we call our merge function on these two lists:

```
Node* newList = inplaceMerge(list1, list2);
```

The state of our program after that function call may look like:



```
Node* inplaceMerge(Node* list1, Node* list2) {
```