

CSSE 220 – Object-Oriented Software Development  
Rose-Hulman Institute of Technology

## Worksheet 12

Name (Print): \_\_\_\_\_ Section: \_\_\_\_\_

1. Recursive calls: `mystery(n)`

Consider the method below. What is the output for `mystery(3)`: \_\_\_\_\_

```
1 public static int mystery(int n) {  
2     if (n == 0) {  
3         return 0;  
4     }  
5     return n + mystery(n - 1);  
6 }
```

## 2. Write the value returned at each line.

`mystery(3) = 3 + mystery(2)`

`mystery(3) = 3 +`

`mystery(3) =`

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`mystery(2) = 2 + mystery(1)`

`mystery(2) = 2 +`

`mystery(2) =`

---

`mystery(1) = 1 + mystery(0)`

`mystery(1) = 1 +`

`mystery(1) =`

---

`mystery(0) =`

## 3. Draw traces

```
1 public int rightTriangleArea(int inputWidth) {  
2     if (inputWidth < 1)  
3         return 0;  
4     return inputWidth + rightTriangleArea(inputWidth - 1);  
5 }  
6 //call from main:  
7 rightTriangleArea(3);
```

## 4. Draw Traces

```
1 public int recursiveFactorial(int curVal) {  
2     if (curVal == 1)  
3         return 1;  
4     return curVal * recursiveFactorial(curVal - 1);  
5 }  
6 //call from main:  
7 recursiveFactorial(4);
```