



Computer Science & IT

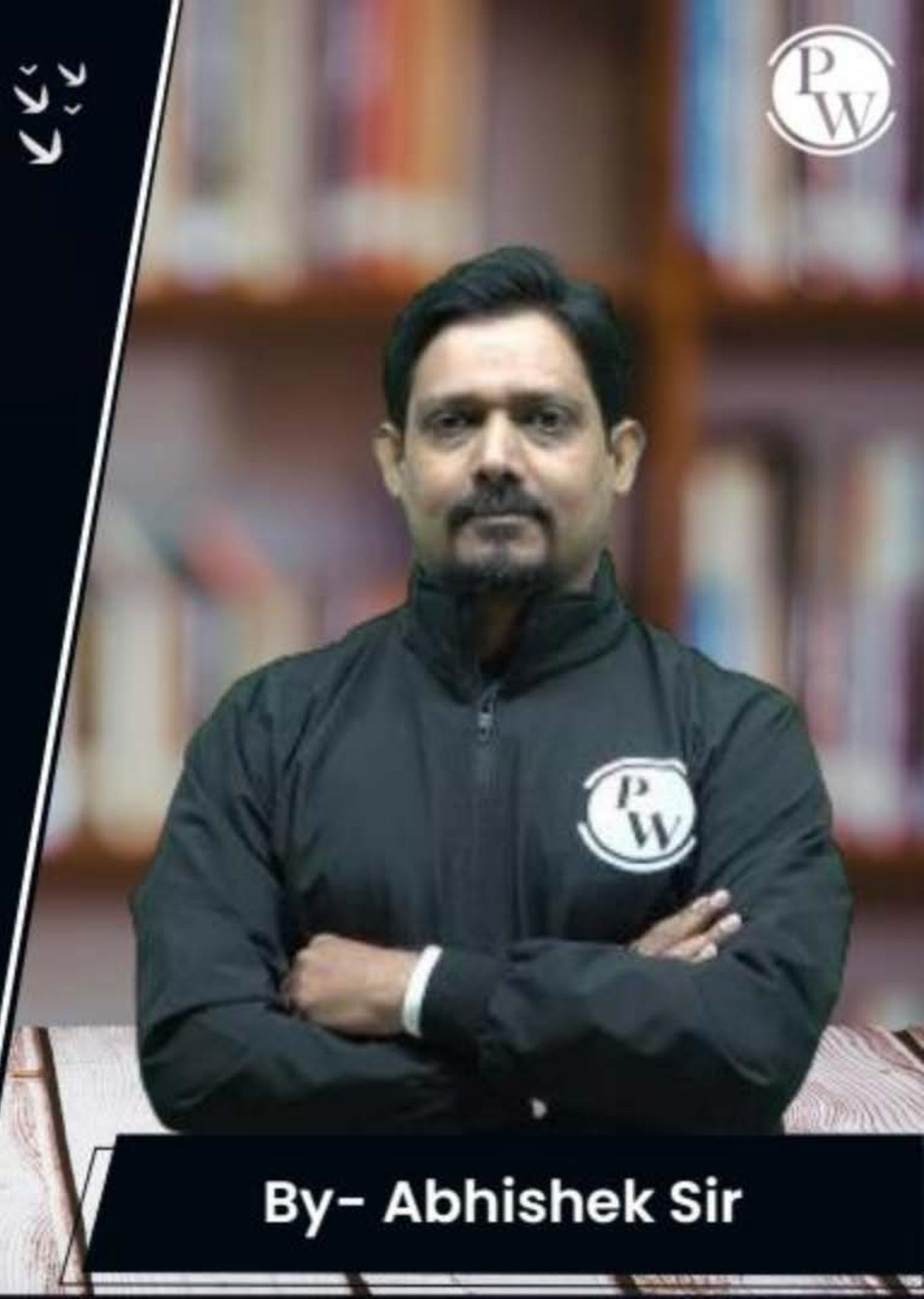
C Programming



Function & Storage Class

Lecture No. 03

By- Abhishek Sir



Recap of Previous Lecture



Topic

Storage class

Topic

Local static

Initial value,
Lifetime, memory

Topic

global static

Initial value

Scope, Lifetime, memory

Topic

Auto

Topics to be Covered



Topic

Topic

Topic

Topic

Topic

Recursion



1. Types of Recursion. Recursion Tree
2. output of program
3. Counting No. of function call
- 4 Computing value of Recursive function.
- 5 Establishment of Recurrence Relation from program
- Complexity of Recursive program
7. Solving Recurrence Relation } } Discrete Mathematics

Algorithm



Recursion



Recursion is a problem Solving Technique in which Solution of a problem expressed as Solution of Smaller instance of same problem.

In programming Language Recursion is a function Calling itself.



Recursion



Types of Recursion

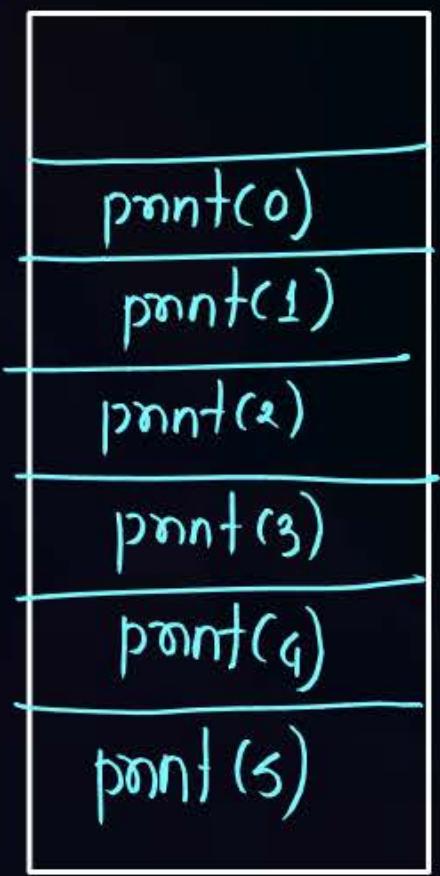
- 1. Tail Recursion
 - 2. Non-Tail Recursion
 - 3. Multiple Recursion
 - 4. Nested Recursion
 - 5. Indirect Recursion
- } Single Recursion



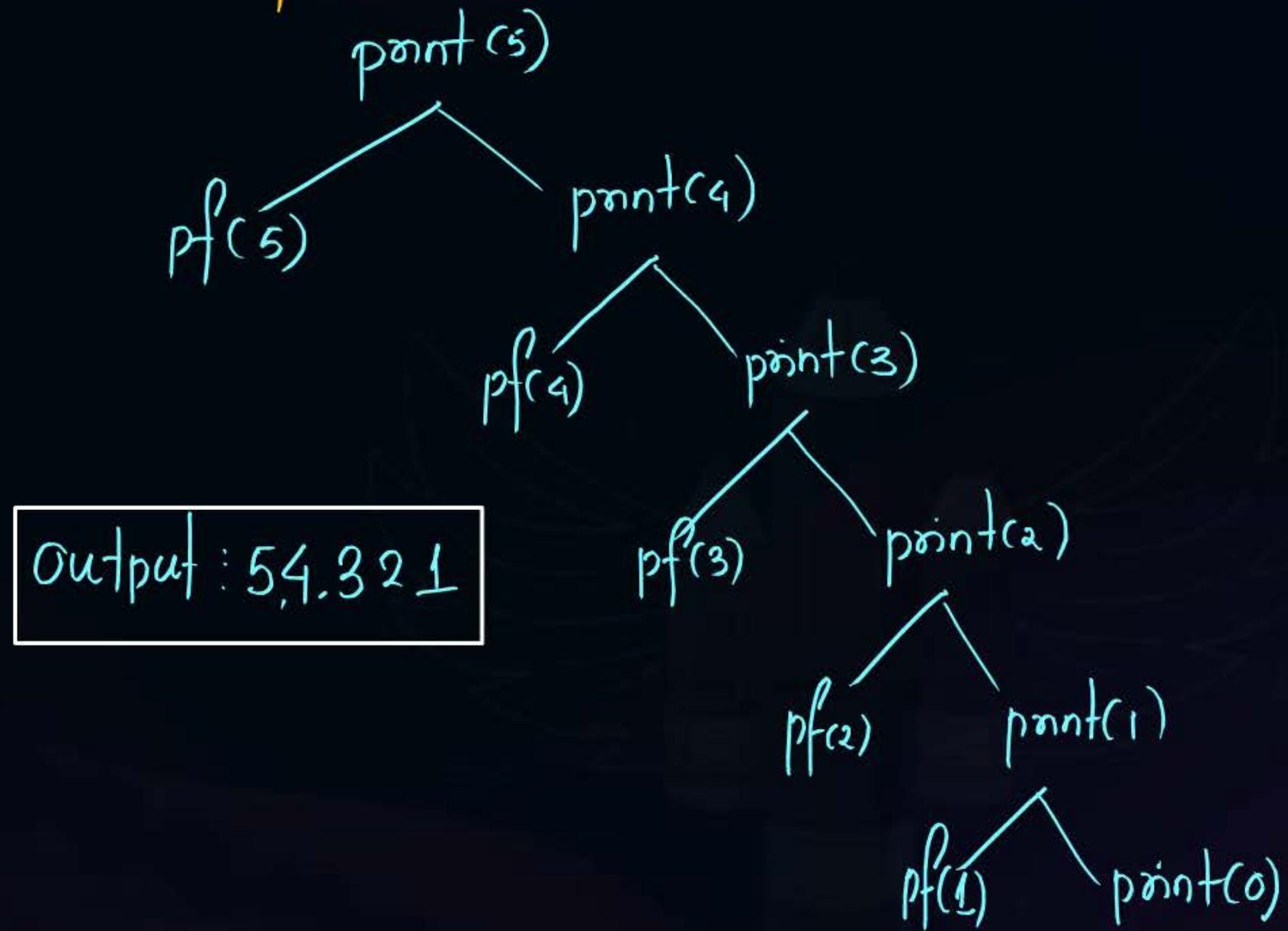
Recursion



```
#include<stdio.h>
void print(int n) {
    if (n <= 0)    return;
    printf("%d", n);
    print(n-1); ✓
}
int main() {
    print(5);
    return 0;
}
```



Tail Recursion :- if Recursive call is
Last statement of function then its a Tail Recursion

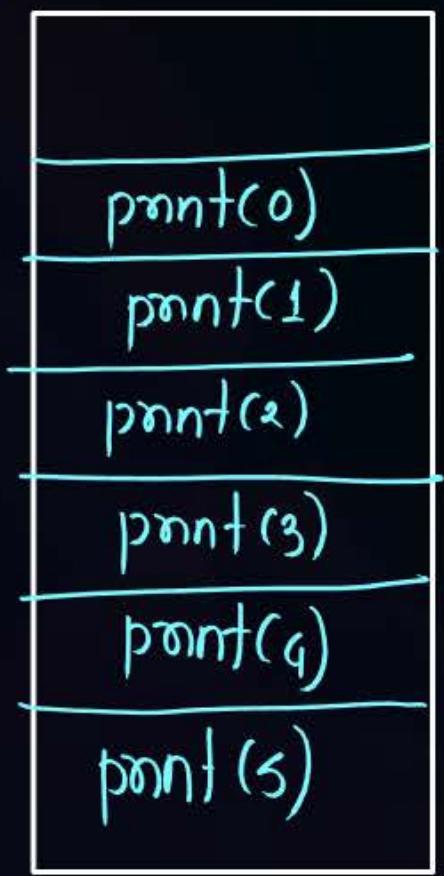




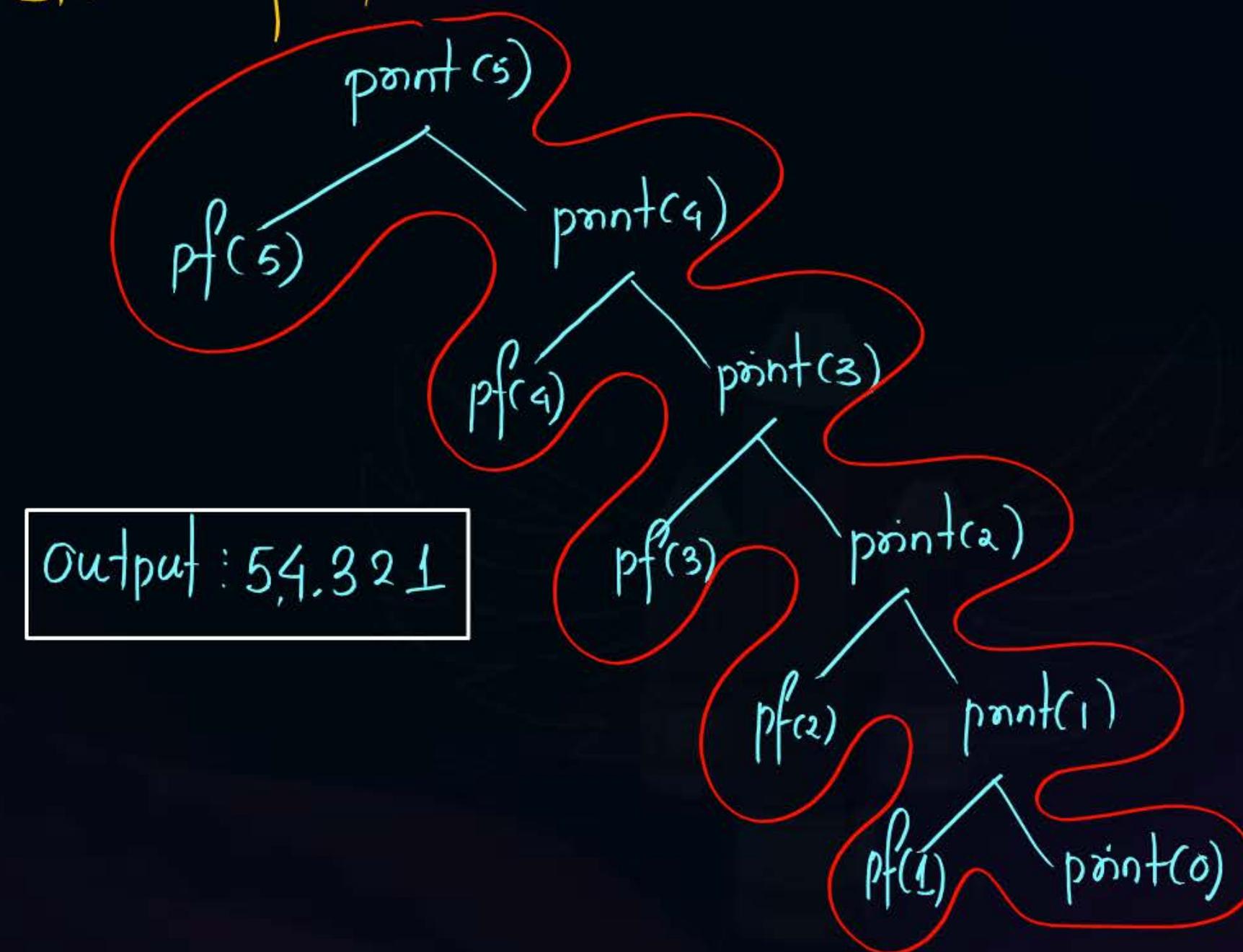
Recursion



```
#include<stdio.h>
void print(int n) {
    if (n <= 0)    return;
    printf("%d", n);
    print(n-1); ✓
}
int main() {
    print(5);
    return 0;
}
```



Tail Recursion :- if Recursive call is
Last statement of function then its a Tail Recursion



point f left side of Recursion tree then

value point will be in top down fashion



Recursion

```
#include<stdio.h>
void print(int n) {
    if (n <= 0) return;
    print(n-1);
    printf("%d", n);
}
int main() {
    print(5);
    return 0;
}
```

Non Tail Recursion

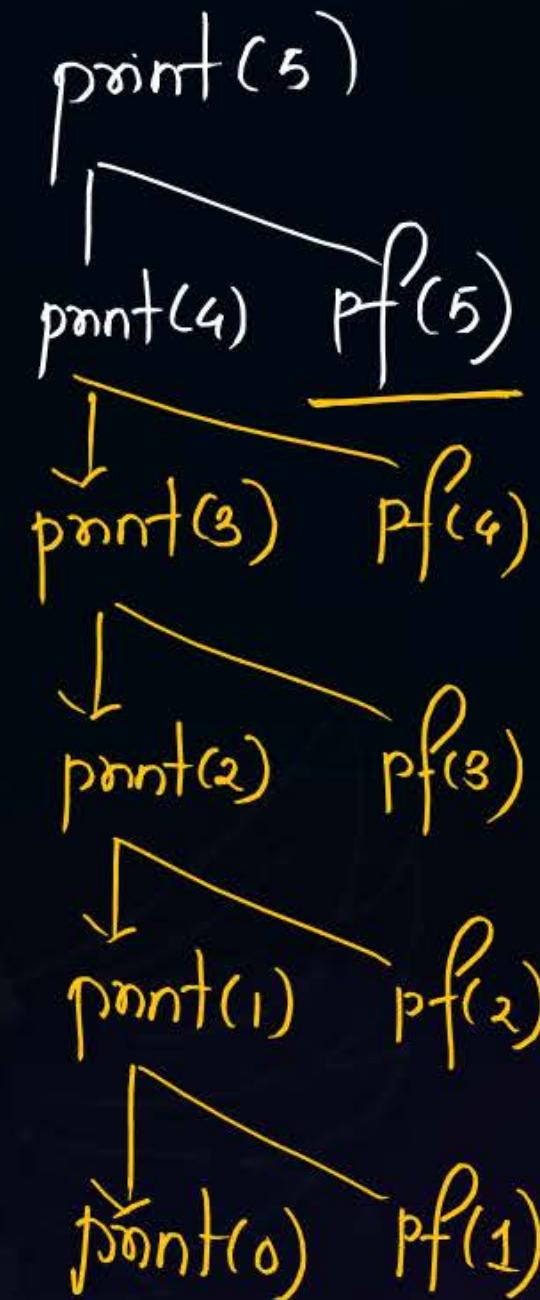
if Recursive call is Not the Last Statement of function then we call it as Non Tail Recursion.

Is it a modifier of value of n??

Output : 1,2,3,4,5

If printf statement of Recursion tree then it will be printed in Bottom up manner.

Right side





Recursion



```
#include<stdio.h>
void print(int n)    {
    if (n <= 0)    return;
    print(n--);   ✓
    printf("%d", n); postdecoement
}
                                are old value
```

```
int main() {
    print(5); // exhaust Runtime
    return 0; // Stack
}
```



The diagram illustrates a pointer assignment and its consequences. It starts with a variable `point(5)` at address `Pf(4)`. An arrow points from `point(5)` to a new location, also labeled `point(5)`, which is at a lower memory address than the original. A yellow bracket labeled "this statement" encloses the assignment line. Below this, a vertical line with a downward arrow leads to the text "(1) Segmentation fault". At the bottom, another vertical line with a downward arrow leads to the text "abnormal Termination".

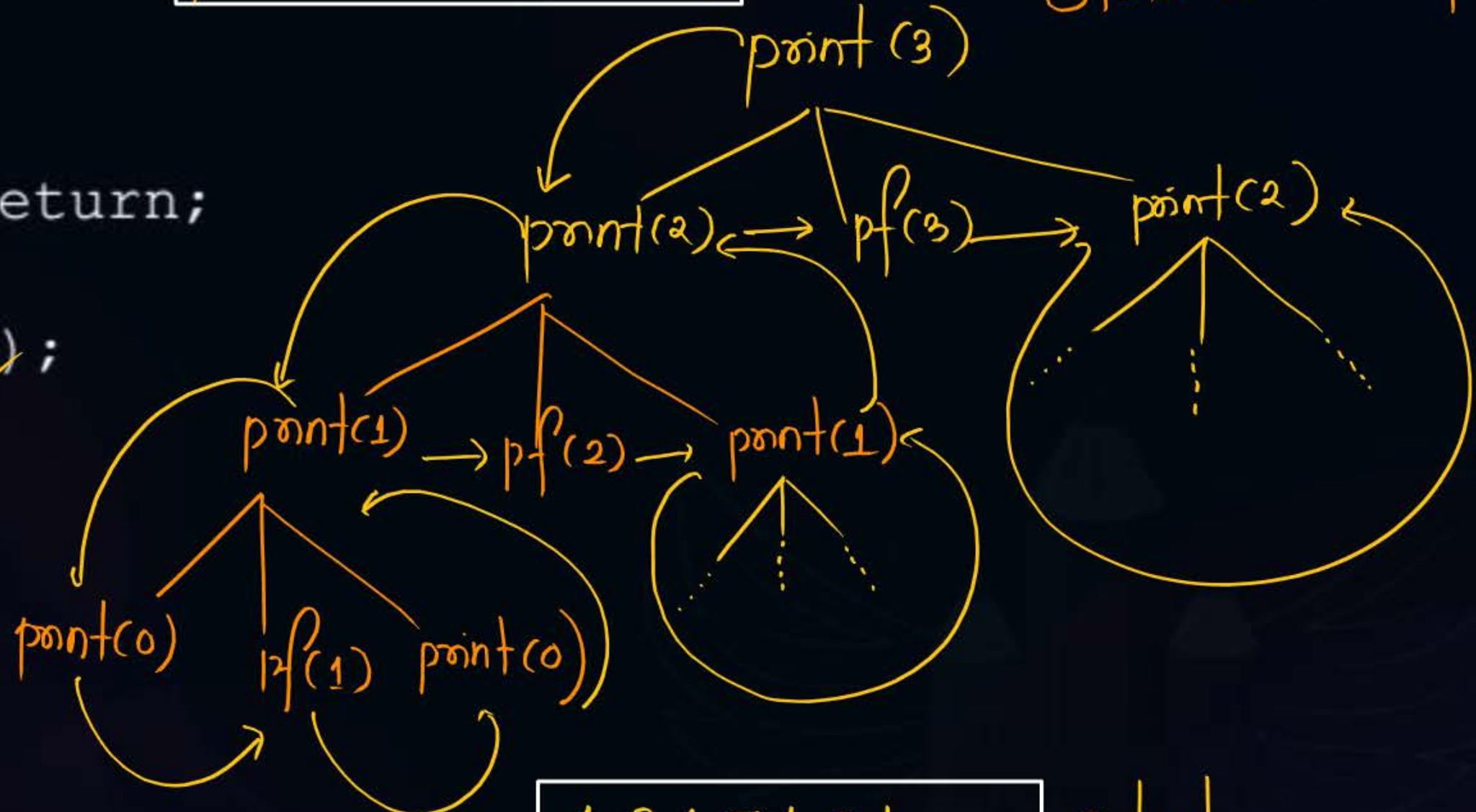
(3) infinite Loop



Recursion

```
#include<stdio.h>
void print(int n) {
    if (n <= 0)    return;
    print(n-1);
    printf("%d", n);
    print(n-1);
}
int main() {
    print(3);
    return 0;
}
```

partial Recursion Tree



1 2 1 3 1 2 1

Output.

Dont use if
Static variable is present



Recursion

#Q. Consider the following program

```
#include<stdio.h>
int foo(int n) {
    if (n<=9)
        return n;
    else
        return n%10+foo(n/10);
}

int main() {
    printf("%d", foo(12345));
    return 0;
}
```

A. 10

B. 11

C. 12

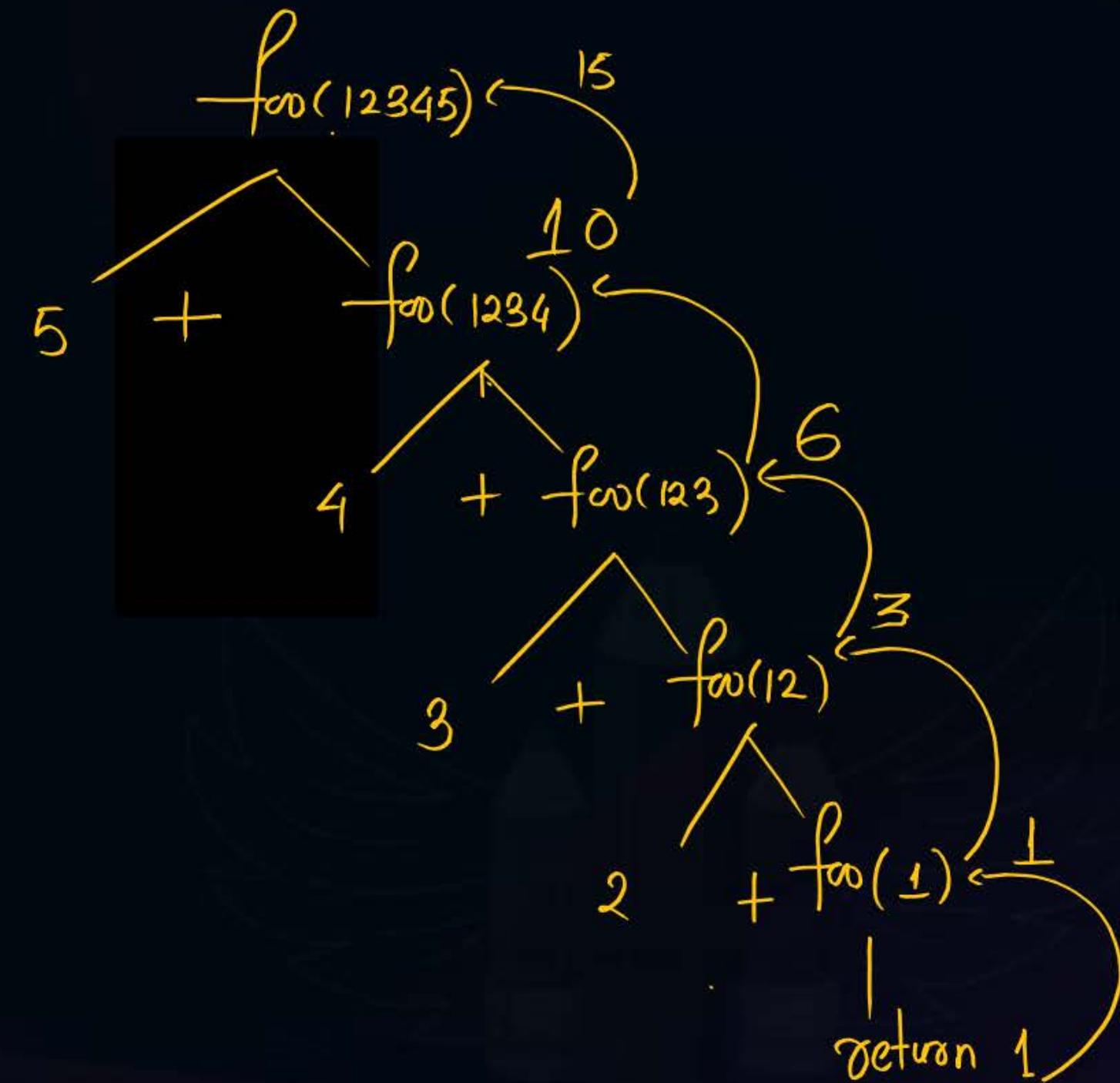
D. 15



Recursion

#Q. Consider the following program

```
#include<stdio.h>
int foo(int n) {
    if (n<=9)
        return n;
    else
        return n%10+foo(n/10);
}
int main() {
    printf("%d", foo(12345));
    return 0;
}
```





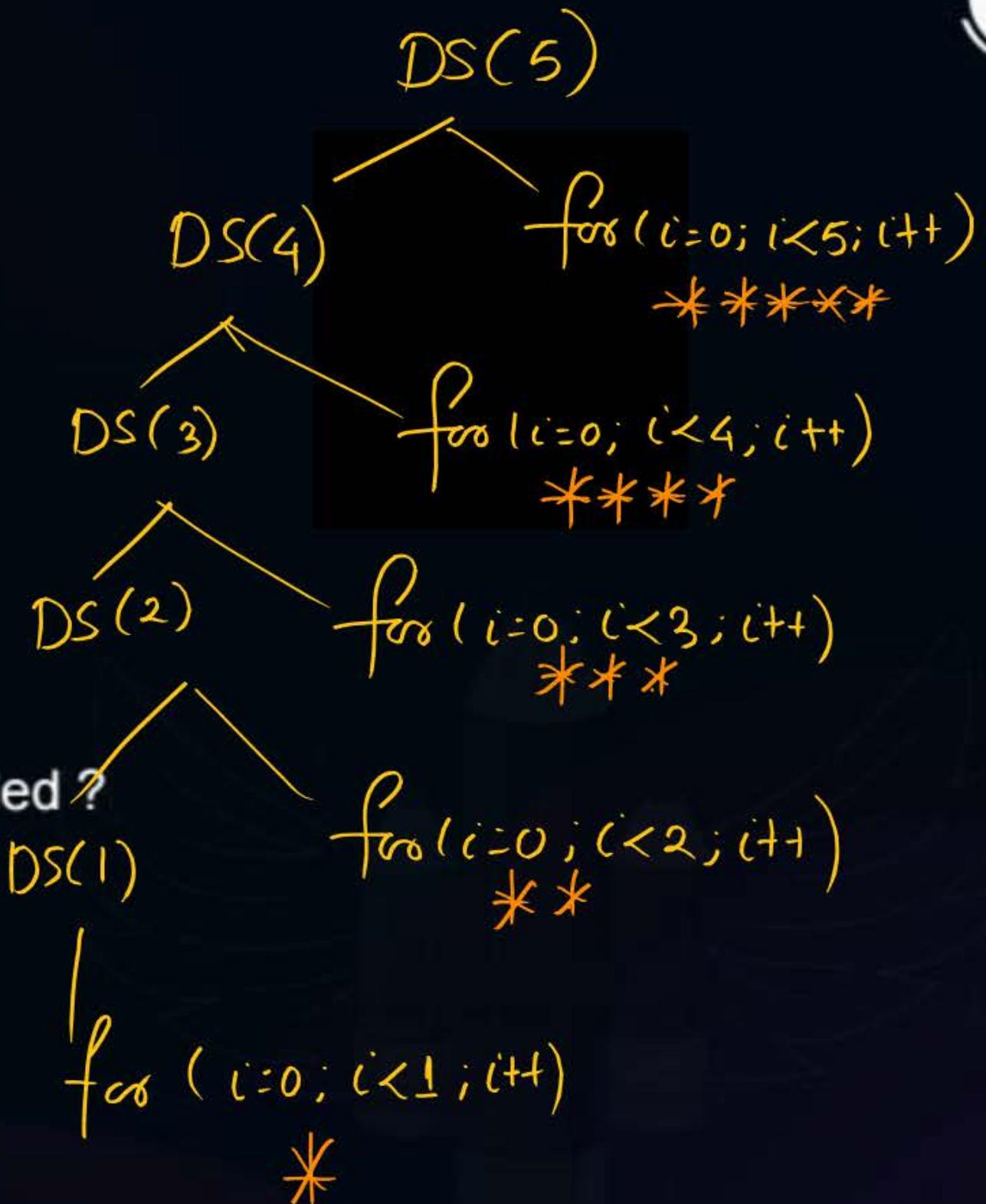
Recursion



#Q. Consider the following program

```
void Dosomething(int n) {  
    if (n > 1)  
        Dosomething(n-1);  
    for (int i = 0; i < n; i++)  
        printf("*");  
    printf("\n");  
}
```

[15]



The number of stars will print if the `Dosomething(5)` is called ?

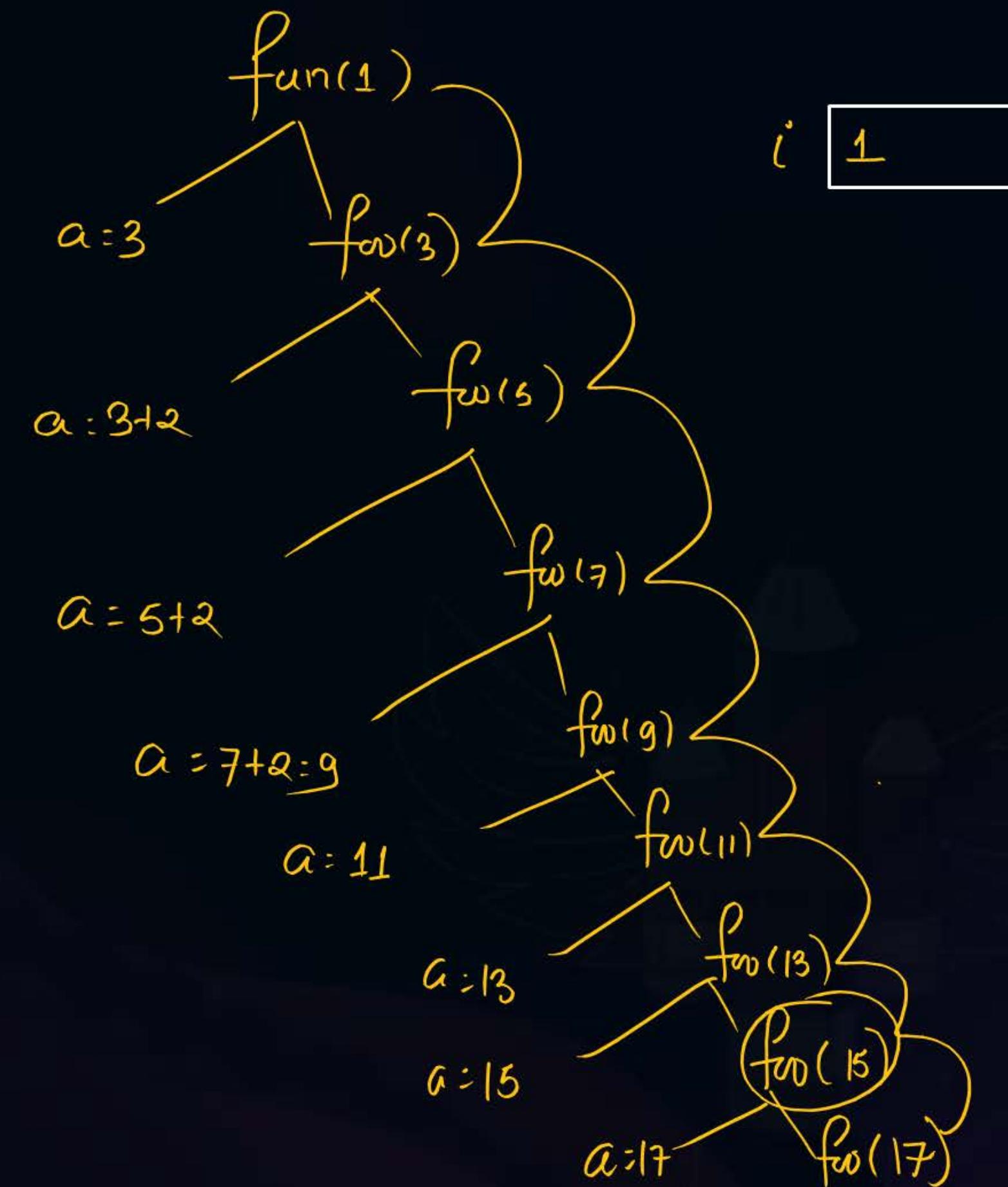


Recursion

Consider the following C code

```
int fun(int a){  
    static int i; Single copy  
    i = 1, 15 > 15 if (a > 15) return a; false  
    a = a + 2*i;  
    i++;  
    return fun(a);  
}
```

The value returned by $\text{fun}(1)$ is _____



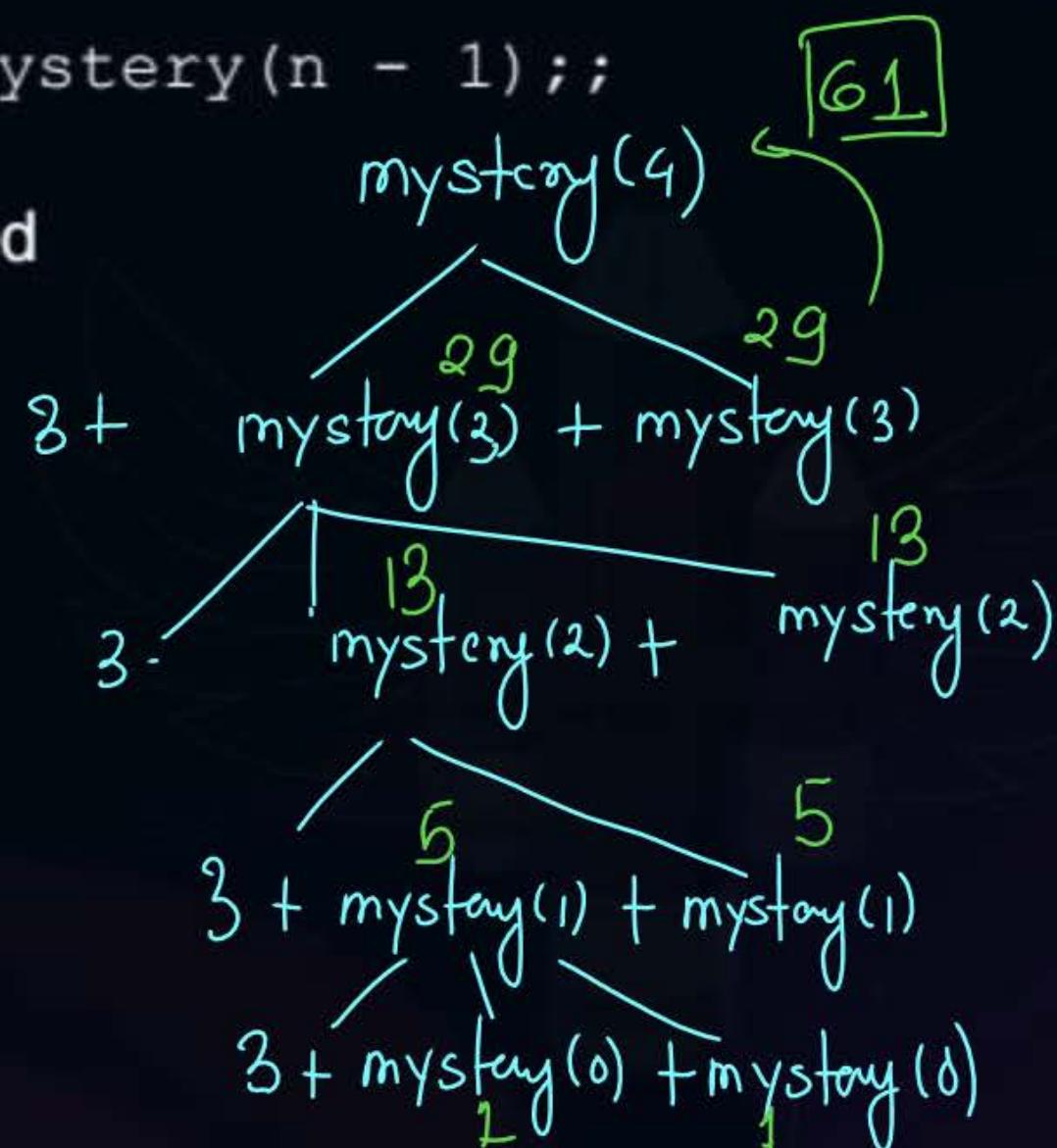


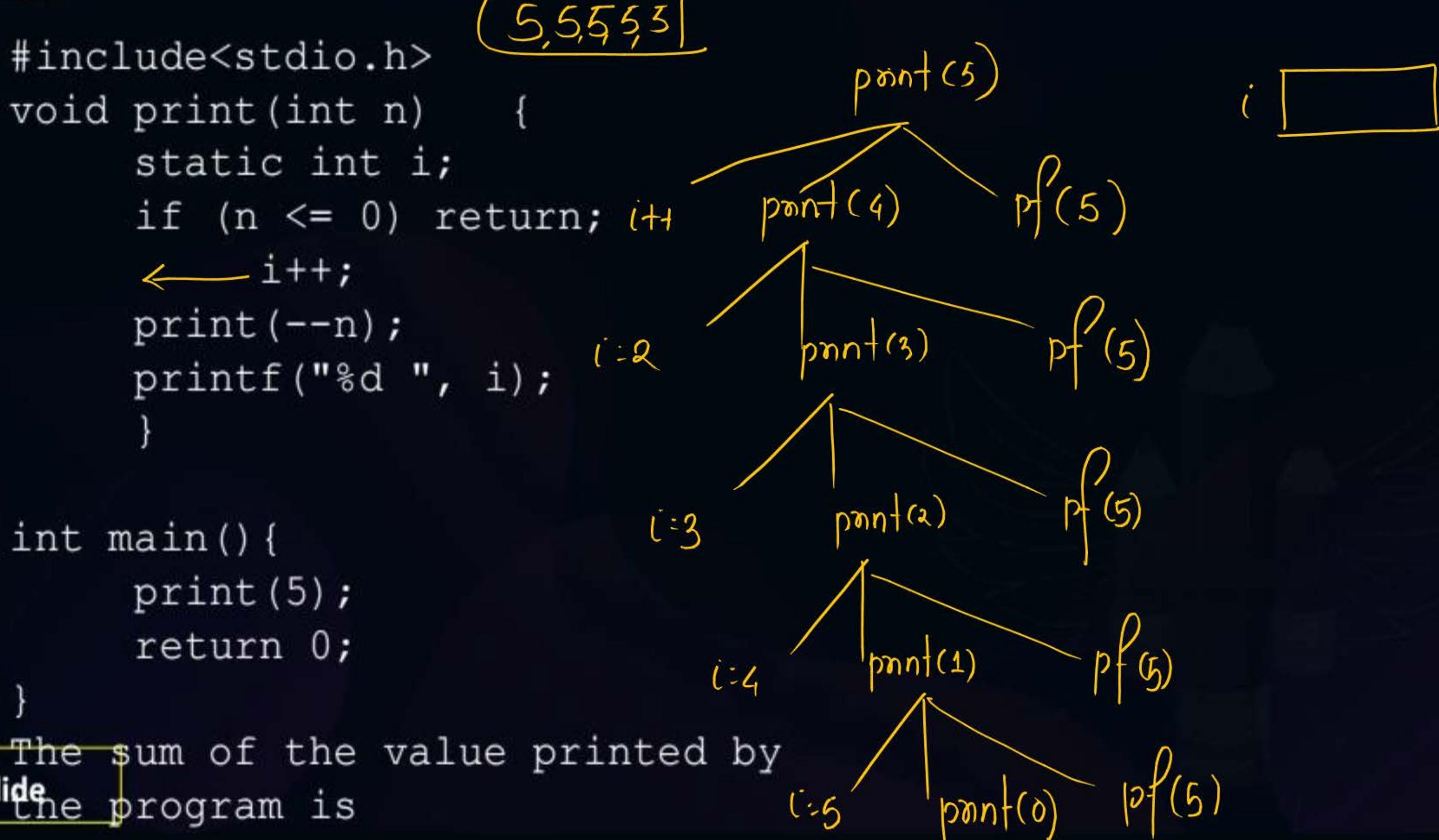
Question

#Q. Consider the following program

```
int mystery(int n) {  
    if (n <= 0)  
        return 1;  
    else  
        return 3 + mystery(n - 1) + mystery(n - 1);;  
}
```

What is the output the program when $\text{mystery}(4)$ is called







Question

```
#include<stdio.h>

int mystery(int n, int a, int r) {
    if (n==1)
        return a;
    else
        return a + r*mystery(n-1, a, r);
}
```

What will be returned by the called `mystery(4,10, 2)`?

- (A) 200
- (B) 140
- (C) 100
- (D) None of the above



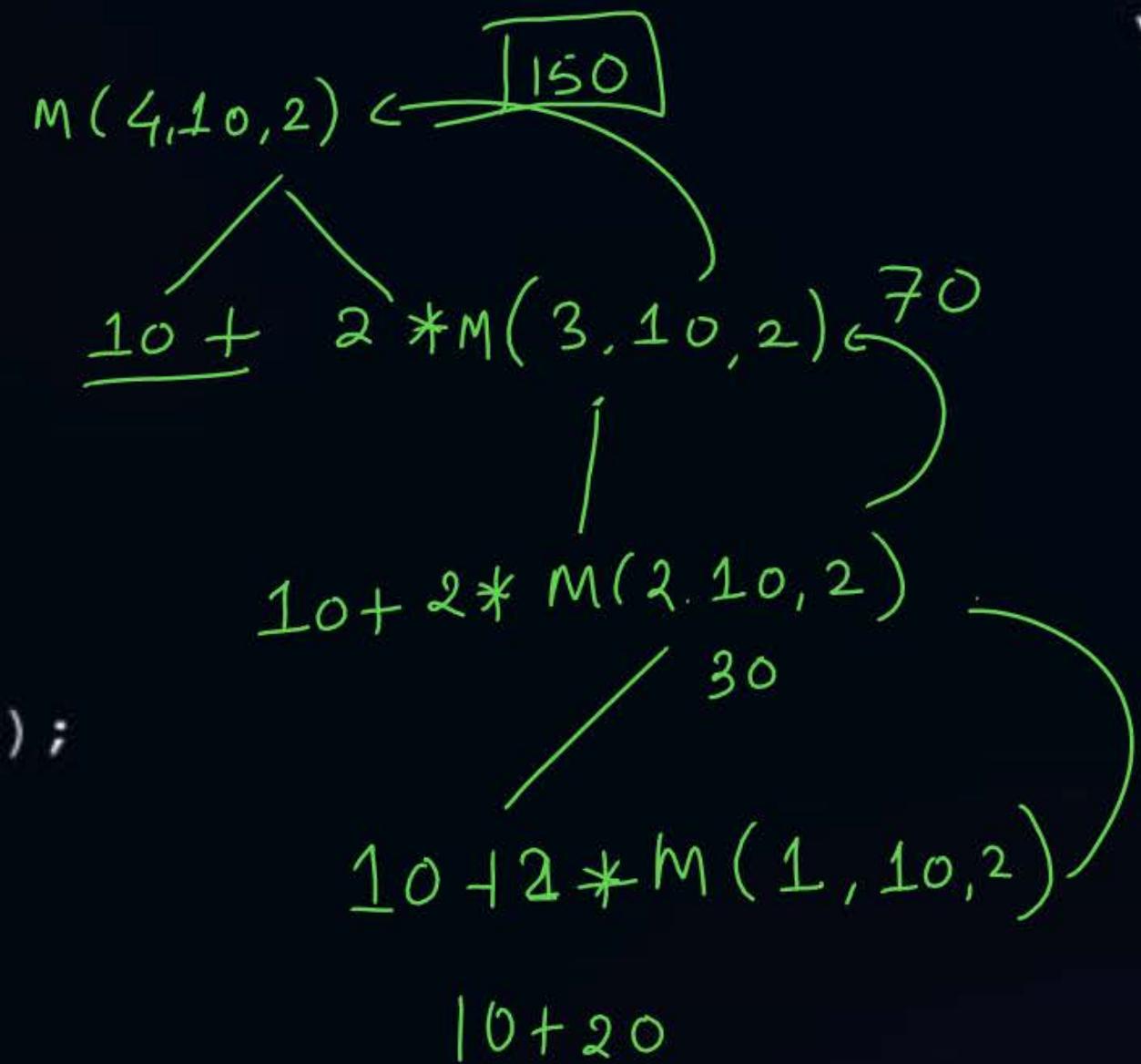
Question

```
#include<stdio.h>

int mystery(int n, int a, int r) {
    if (n==1)
        return a;
    else
        return a + r*mystery(n-1, a, r);
}
```

What will be returned by the called `mystery(4,10, 2)`?

`mystery (10, 10, 2)`





Question

```
#include<stdio.h>

int mystery(int n, int a, int r) {
    if (n==1)
        return a;
    else
        return a + r*mystery(n-1, a, r);
}
```

What will be returned by the called mystery(4,10, 2)?

mystery (10, 10, 2)

$$\begin{array}{c}
 a + a\sigma + a\sigma^2 + a\sigma^3 \\
 \curvearrowleft \\
 \text{mystico}(4, a, \sigma) \\
 \curvearrowleft \\
 a + a\sigma \neq M(3, a, \sigma) \\
 \curvearrowleft \\
 a + a\sigma(a + a\sigma) \\
 = a + a\sigma + a\sigma^2 \\
 + a\sigma^3 \\
 \curvearrowleft \\
 a + a\sigma \neq M(2, a, \sigma) \\
 \curvearrowleft \\
 a + a\sigma \neq M(1, a, \sigma)
 \end{array}$$

$$\frac{a(s^n - 1)}{s - 1} = \frac{10(2^{10} - 1)}{2 - 1}$$

Consider the following program:

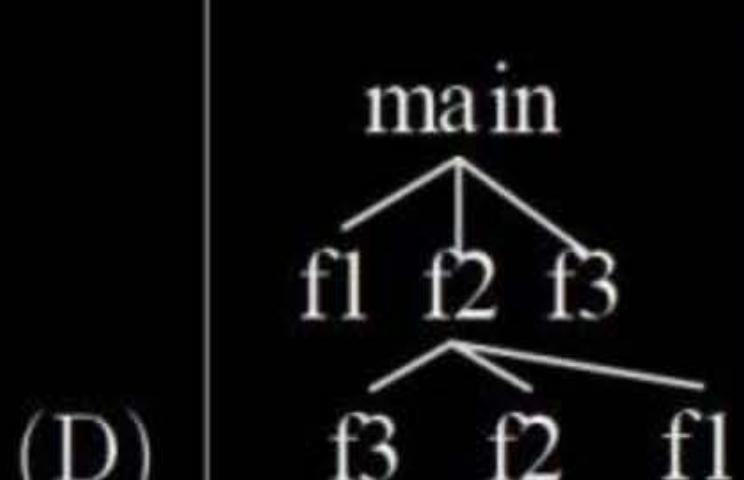
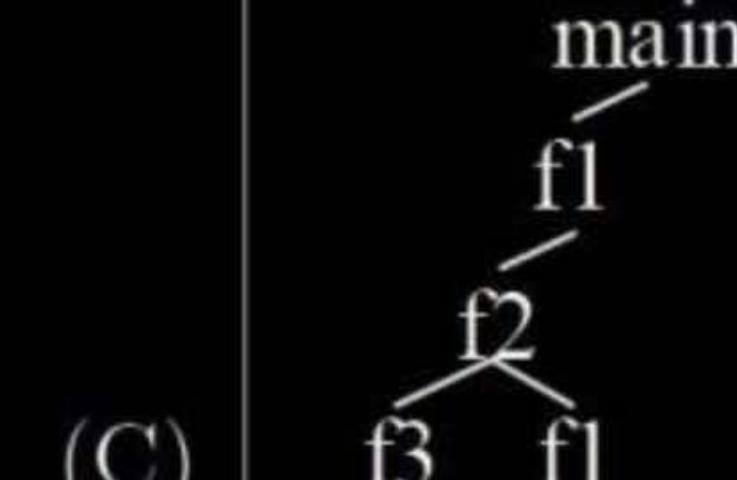
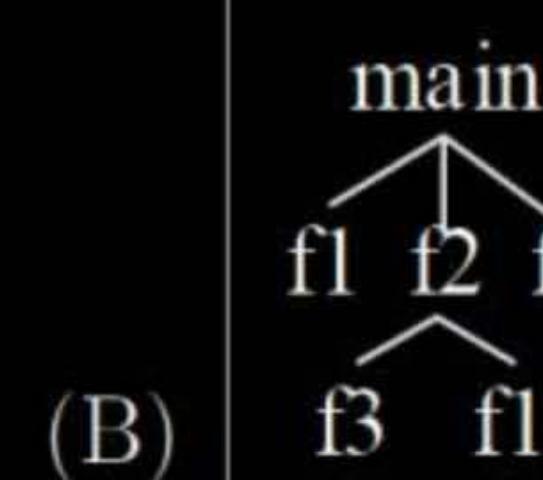
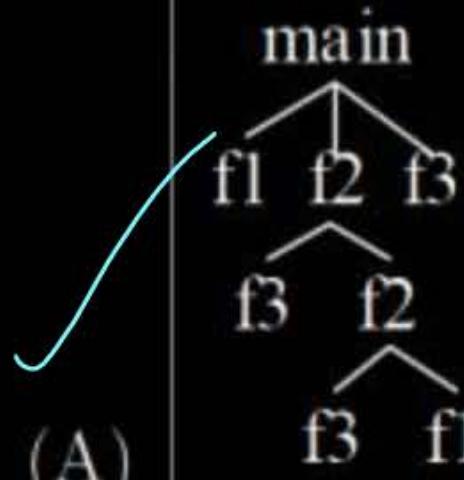
```
int main()
{
    f1();
    f2(2);
    f3();
    return(0);
}
```

```
int f1()
{
    return(1);
}
```

```
int f2(int X)
{
    f3();
    if (X==1)
        return f1();
    else
        return (X*f2(X-1));
}
```

```
int f3()
{
    return(5);
}
```

Which one of the following options represents the activation tree corresponding to the main function?



Consider the following program:

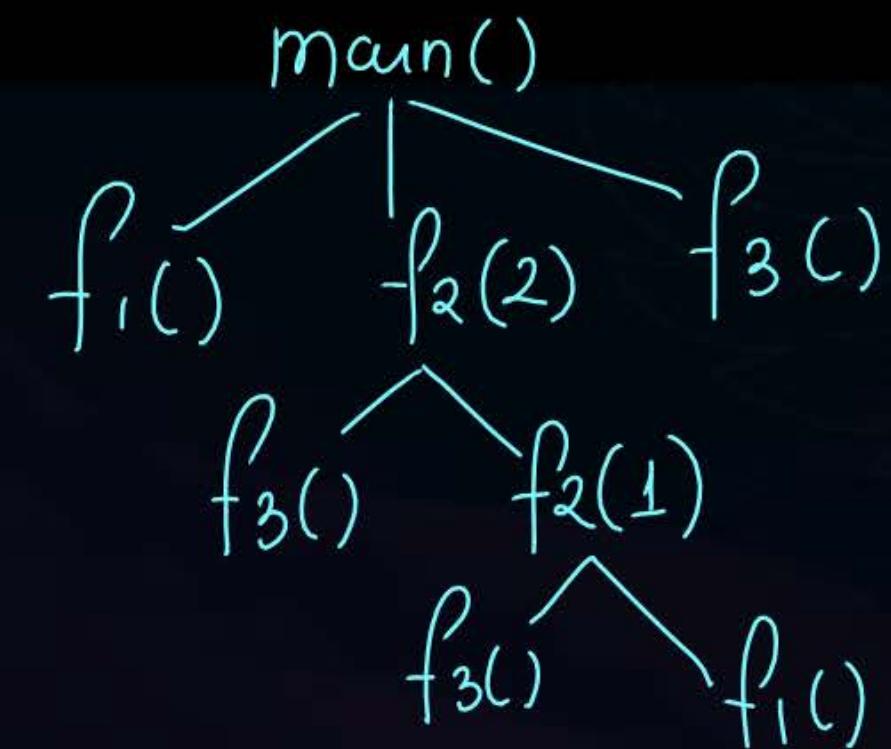
```
int main()
{
    f1();
    f2(2);
    f3();
    return(0);
}

int f1()
{
    return(1);
}

int f2(int X)
{
    f3();
    if (X==1) ✓
        return f1();
    else
        return (X*f2(X-1));
}

int f3()
{
    return(5);
}
```

Which one of the following options represents the activation tree corresponding to the main function?





2 mins Summary



Topic

Recursion

Topic

Topic

Topic

Topic

THANK - YOU

