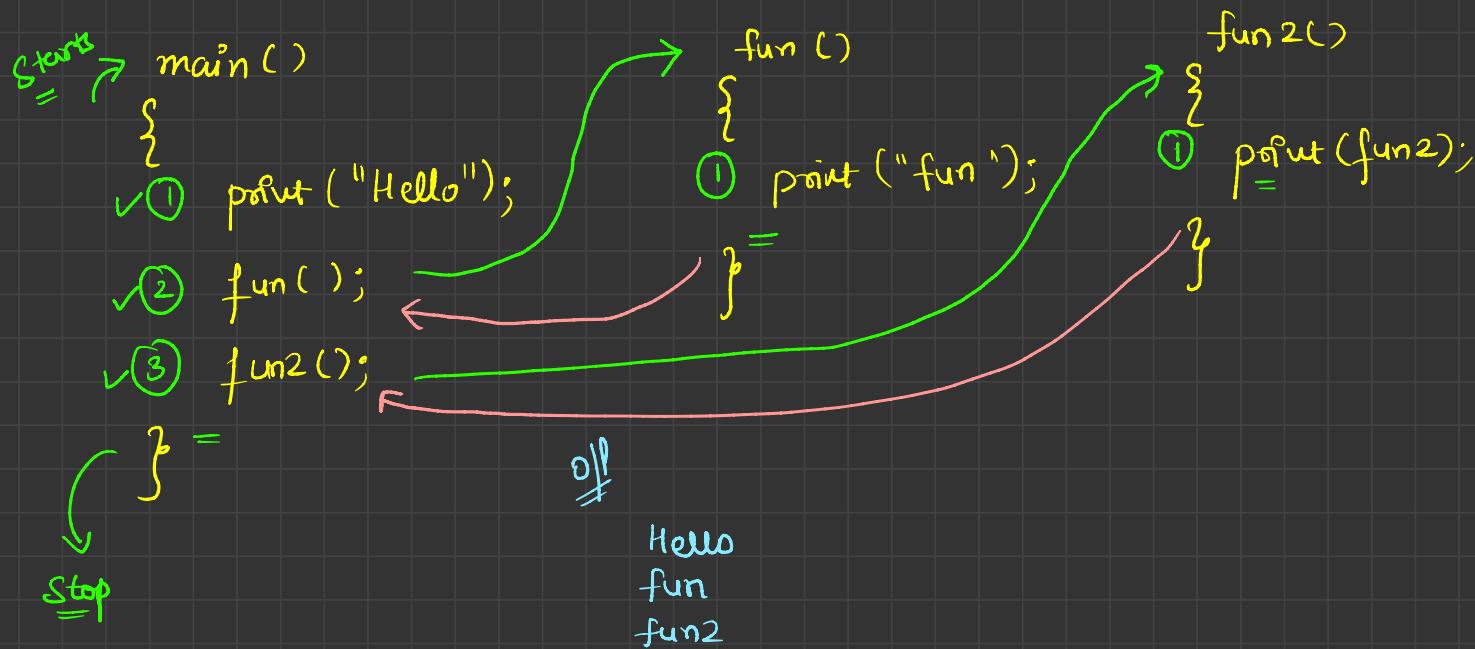




Recursion



✓ main()

 {
 ✓ ① puts("Accio");

 void fun()

 {
 ① puts("fun");

 } = return;

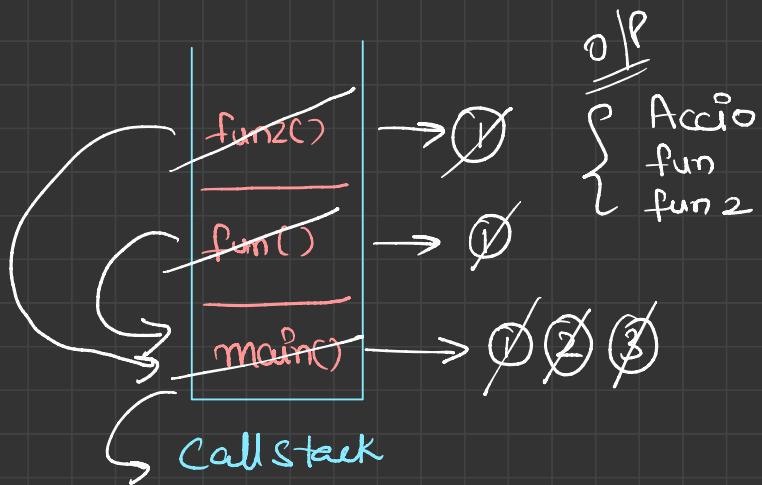
 ✓ ② fun();

 ✓ ③ fun2();

 } =
 ✓ fun2()

 {
 ① puts("fun2");

 } = return;



→ static void main()

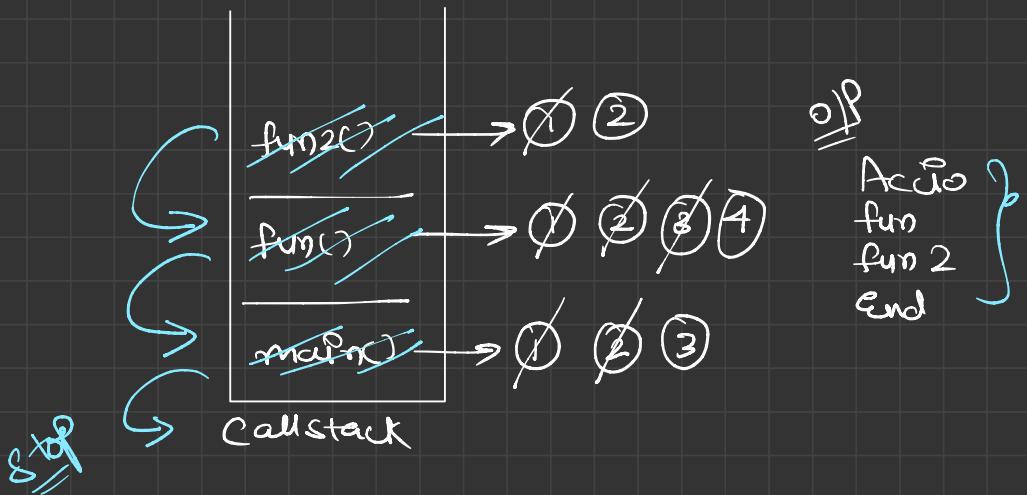
{
① point ("Acid");
② fun();
③ return;
}

static void fun()

{
① point ("fun");
✓ ② fun2();
③ point ("End");
④ return;
}

static void fun2()

{
① point (" fun2 ");
② return;
}



main ()
 {
 ① cout << "I'm Main";
 ② fun ();
 }
}

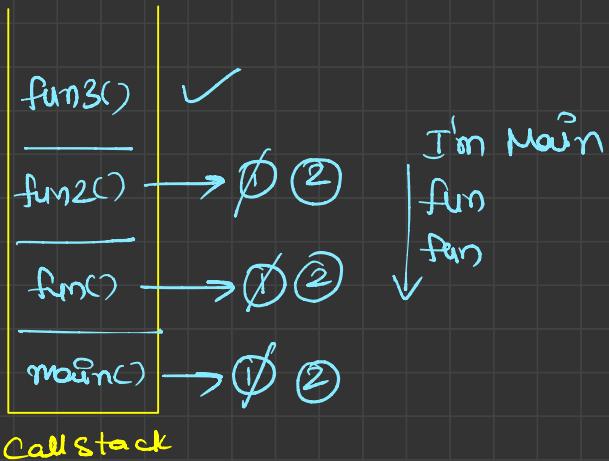
✓ fun ()
 {
 ① ✓ print (fun);
 ② fun2()
 }
}

✓ fun2 ()
 {
 ① print (fun);
 ② fun3();
 }
}

✓ fun3 ()
 {
 ① point (fun);
 ② fun4();
 }
}

✓ fun4 ()
 {
 ①
 }
}

✓ So on!



I'm Main
fun
fun

some work
=

The diagram illustrates the execution flow between three functions: main(), fun(), and point().

- main():** Contains two statements:
 - ✓ `point("I'm Main");`
 - ✓ `fun();`
- fun():** Contains two statements:
 - ✓ `point(fun());`
 - ✓ `fun();`A curly brace below the first statement is labeled `=`, indicating it is assigned to a variable.
- point():** Contains one statement:
 - ✓ `fun();`A curly brace below the statement is labeled `,`, indicating it is part of a list.

Curved arrows show the flow of control from main() to fun(), and from fun() to point(). A final annotation "So on!" with a downward arrow points to the trailing comma in the point() code.

I'm main
fun
fun
fun

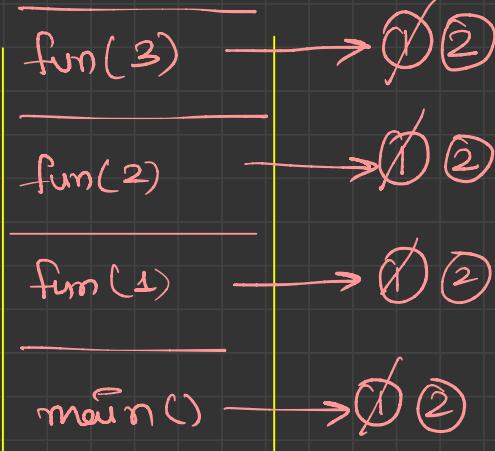
↗ main()

{

- ① point("Main");
- ② fun(1);
 ! ↑

}

fun(4)



Call stack

✓ fun(i)

{

① point("Acco" + i);

② fun(i+1);

{

↳ recursive call ✓

recursion

Main

Acco 1

Acco 2

Acco 3

⋮

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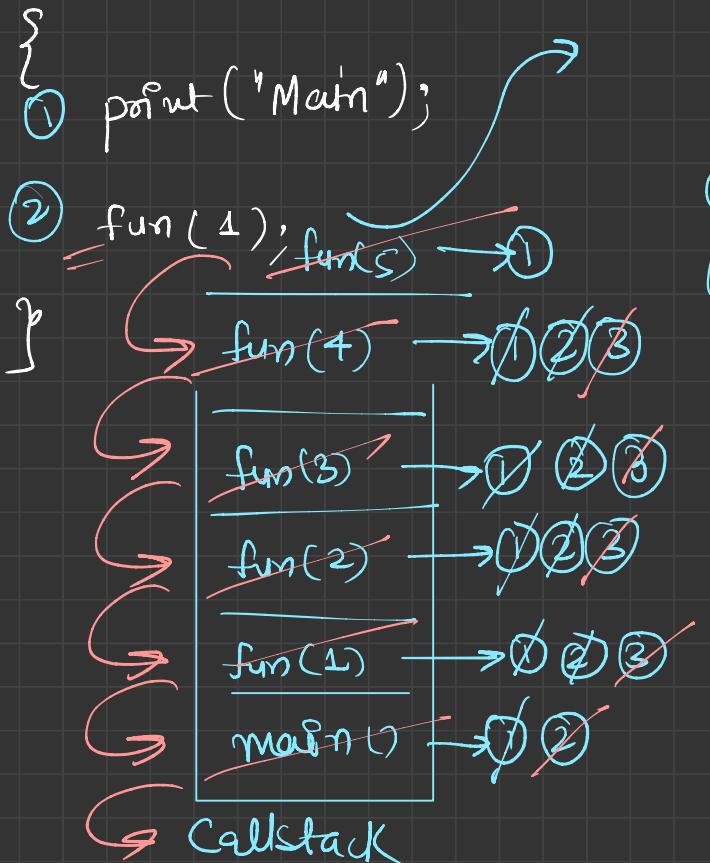
⋮

⋮

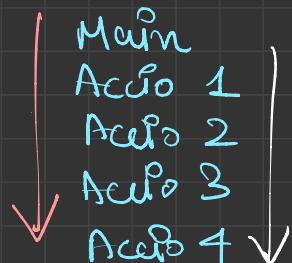
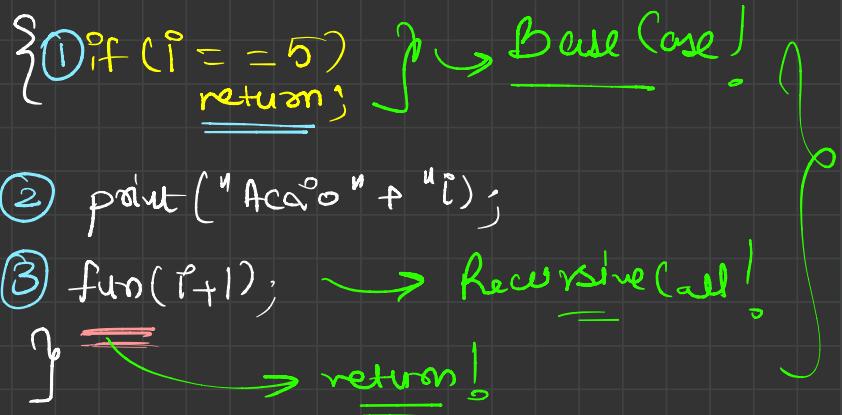
⋮

⋮

main()



fun(?)



Recursion

- ① base Case
 - ② Recursive call
 - ③ return Statement
- }
- Needed !

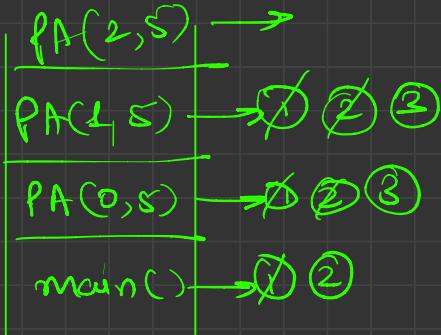
Q Print AccJobs 'N' times, using recursion!

```
public static void main() {  
    int N = 5;  
    pointAcc(0, 5);  
}
```

AccJobs

AccJobs

Static void printAcc(int i, int N)
{
 ① if (i == N) return;
 ② print (AccJobs);
 ③ printAcc (i + 1, N);
}
}



call stack

main()

{

① int n = 5;

}

solve(n); solve(0)

solve(1) → (D)(D)

solve(2) → (P)(D)

solve(3) → (P)(D)

solve(4) → (D)(D)

solve(5) → (D)(D)

main() → (D)(D)

callstack

solve(n)

{ if (n == 0) return;

① point("AccJobs");

② solve(n-1);

AccJobs

ACJobs

AccJobs

AccJobs

AccJobs

AccJobs

faith.

Recursion



{ Breaking of bigger problems in
smaller problem



Always do your work efficiently.

```

main( )
{
    int N = 5;
    solve(N);
}

solve(N);
{
    My work → ✓ point("Acid");
    { Solve(N-1); } → fairly Point Acid N-1 times
}

```

↓

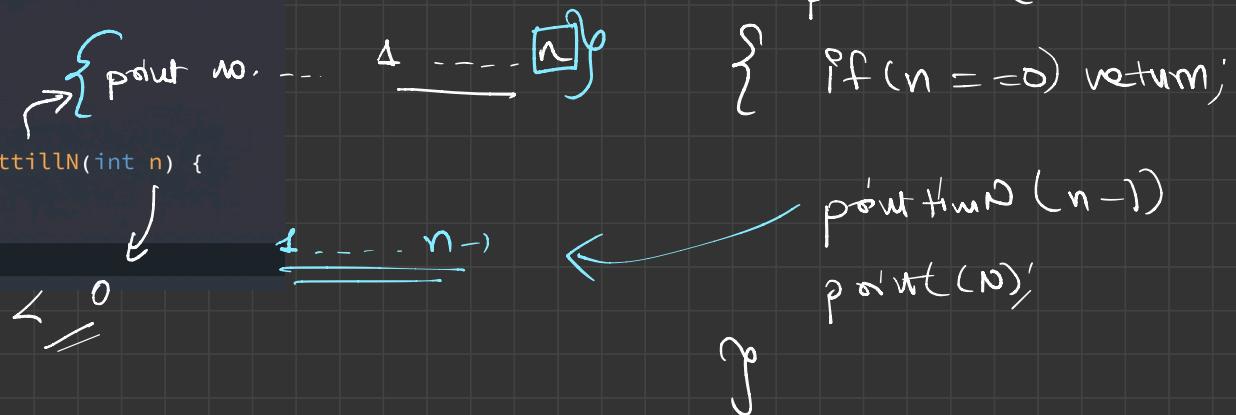
Acid

Q Point Numbers till N

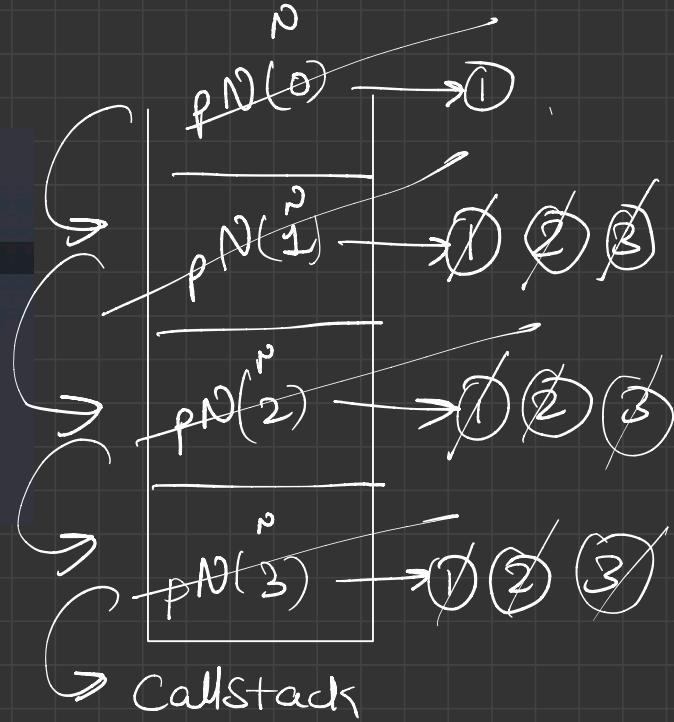
$$N = 3$$

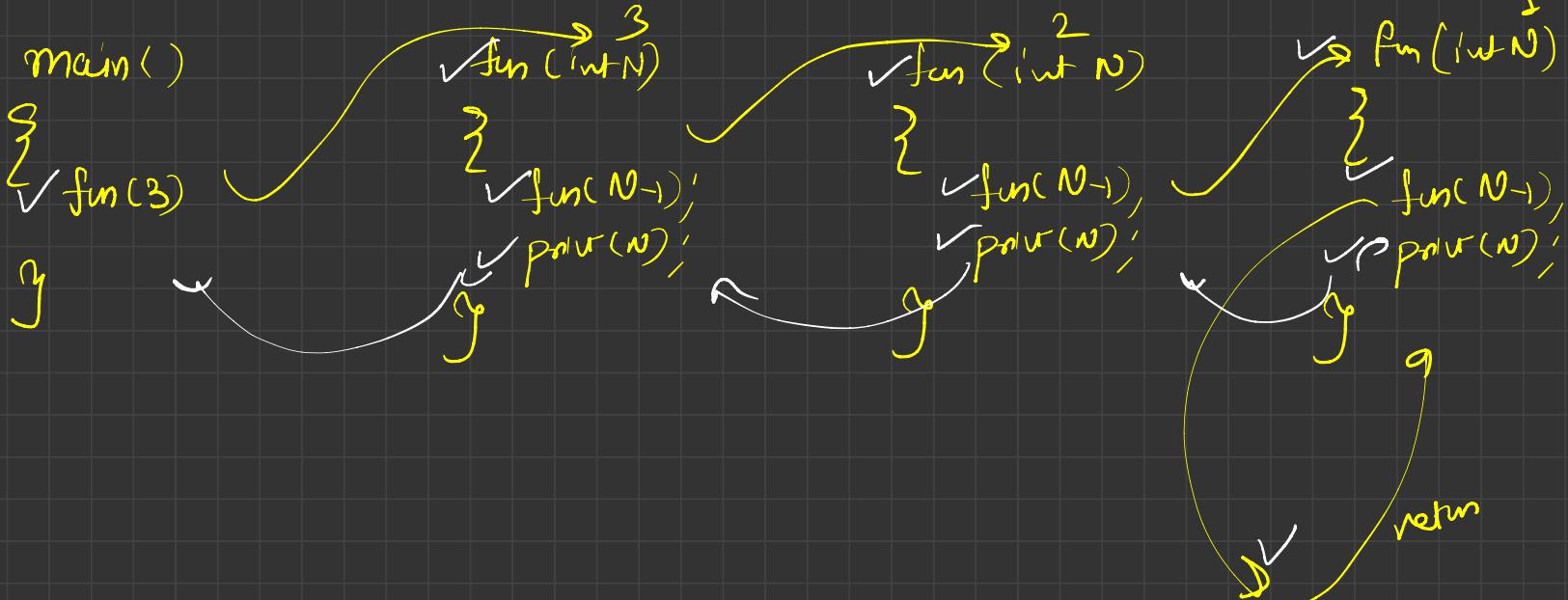
0 | 1 2 3
=

```
v public class Main {  
v   public static void main(String[] args) {  
    Scanner sc = new Scanner(System.in);  
    int n = sc.nextInt();  
  
    printtillN(n);  
}  
  
v   public static void printtillN(int n) {  
    //write your code  
}  
}
```



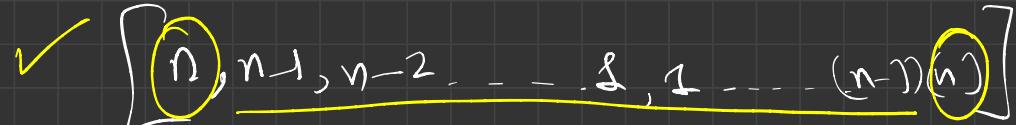
```
// Faith: print number from 1...n
public static void printtillN(int n) {
    // base case
    ① if (n == 0) return;
    // prints number from 1.....(n - 1)
    ② printtillN(n - 1);
    // your work
    ③ System.out.print(n + " "); ✓
```



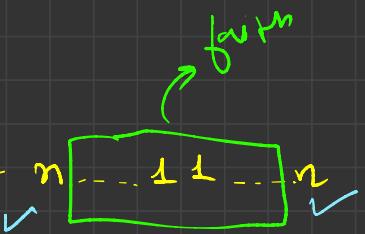


1 2 3

Point dec. & inc.



```
public class Main {  
    public static void main(String[] args){  
        Scanner scn = new Scanner(System.in);  
        int n = scn.nextInt();  
        printDI(n);  
    }  
  
    public static void printDI(int n) {  
        // your code here  
    }  
}
```



for loop

pointDI (int n)

{

if (n == 0) return;

point (n);

point DI (n-1);

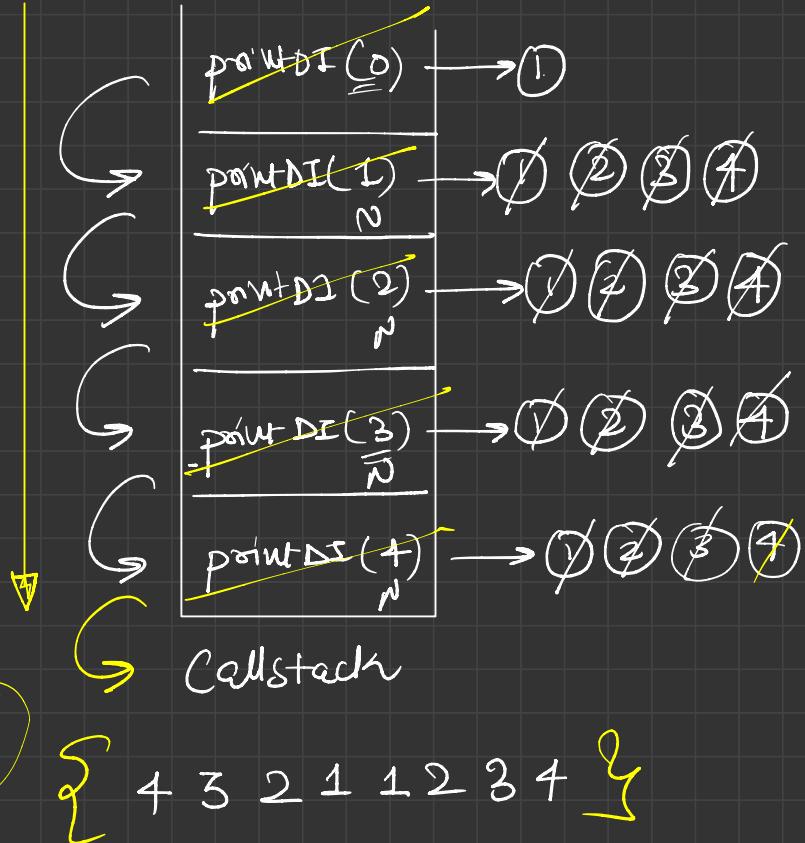
point (n);

}

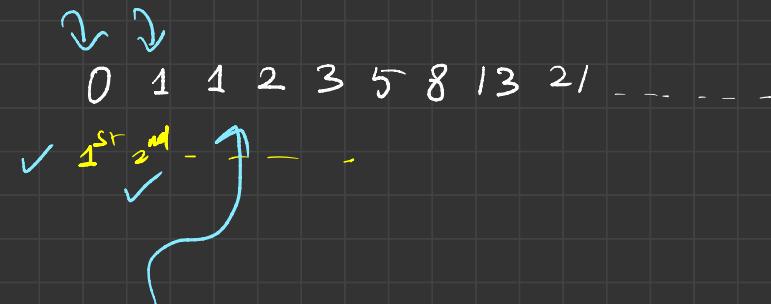
```

// Faith: print number (n.....1 1.....n)
public static void printDI(int n) {
    // Base case
    if (n == 0) return; ✓
    ① System.out.println(n);
    // print number (n - 1).....1 1.....(n - 1)
    ③ printDI(n - 1);
    ④ System.out.println(n);
}

```



N^{th} fibonacci



$$\text{fib}(N) = \text{fib}(N-1) + \text{fib}(N-2)$$

function returns N^{th} fibonacci
int fibo (int N)

{ if ($N == 1$) return 0;
if ($N == 2$) return 1;

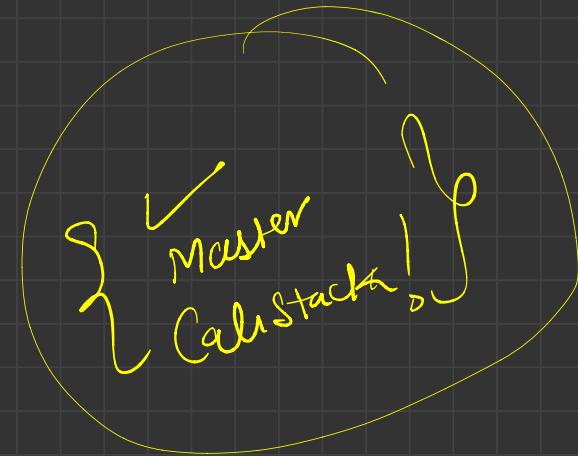
} \rightarrow Base case

✓ int a = fibo(N-1); \rightarrow Recursive call
✓ int b = fibo(N-2);

} return a+b;

```
// Faith: returns nth fibo
public static int fib(int n){
    // Base Case
    ① if (n == 1) { ✓
        return 0;
    }
    ② if (n == 2) {
        return 1;
    }

    ③ // returns (n-1)th fibo
    int a = fib(n - 1);
    ④ // returns (n-2)th fibo
    int b = fib(n - 2);
    ⑤ int nthFibo = a + b;
    return nthFibo;
}
```



fib²
1 1

$$\begin{array}{l} \text{fib}(4) \\ a=1 \quad b=1 \end{array}$$

Callstack

① ② ③ ④ ⑤

```

// Faith: returns nth fibo
public static int fib(int n){
    // Base Case
    if (n == 1) {
        return 0;
    }
    if (n == 2) {
        return 1;
    }

    // returns (n-1)th fibo
    int a = fib(n - 1);

    // returns (n-2)th fibo
    int b = fib(n - 2);

    {
        int nthFibo = a + b;
        return nthFibo;
    }
}

```

Recursive Tree

