C++ Recursion functions.

1. Write a c++ program to find factorial of first 5 numbers without using loops;

```
#include <iostream>
using namespace std;
int factorial(int num){
 if(num == 0){
   return 1;
 }
 return num * factorial(num-1);
}
int main() {
cout << factorial(5);</pre>
return 0;
}
write 5 times hello world without loop
#include <iostream>
using namespace std;
int hello(int num){
 if(num == 0){
```

```
return 0;
 cout << "hello" << endl;</pre>
 return hello(num-1);
}
int main() {
 hello(5);
return 0;
}
print 1 to N number without loop;
#include <iostream>
using namespace std;
int rec(int num){
 if(num == 0){
   return 0;
 }
 cout << 1 + rec(num-1);
 return num;
}
int main() {
 rec(7);
```

```
return 0;
}
print N to 1 number without loop;
#include <iostream>
using namespace std;
int rec(int num){
 if(num == 0){
  return 0;
 }
 cout << num;
 return rec(num -1);
}
int main() {
 rec(7);
 return 0;
}
5======//======//=======
reverse of a word;
```

```
#include <iostream>
using namespace std;
int rec(string word , int index){
  if(index == 1){
    cout << word[0];</pre>
    return 1;
  }
  cout << word[index-1];</pre>
  return rec(word , index-1);
}
int main() {
  string word = "OLLLOO";
  int size = word.length();
  rec(word, size);
  return 0;
}
6======//======//=======
avarage of array
#include <iostream>
using namespace std;
float avarage(float nums[] ,int index, int size){
  int sum;
  if(index == 1){
    return nums[0];
```

```
}
  sum = nums[index - 1] + avarage(nums ,index - 1,size);
  if(index == size){
    return sum / size;
  }
 return sum;
}
int main() {
 float nums[4] = \{2,3,5,2\};
 int size = sizeof(nums)/sizeof(nums[0]);
  cout << avarage(nums ,size , size );</pre>
 return 0;
}
fibonaci number calculation with recursion;
#include <iostream>
using namespace std;
int fib(int n){
 if(n == 1){
    return 1;
  }
 else if(n == 0){
    return 0;
  }
  return fib(n-1) + fib(n-2);
}
```

```
int main() {
  for(int i =0; i < 10; i++)
  cout << "fib(" << i << ") = " << fib(i) << endl;
  return 0;
}</pre>
```