



Welcome to this CoGrammar lecture: Recursion

The session will start shortly...

Questions? Drop them in the chat.
We'll have dedicated moderators
answering questions.



Software Engineering Session Housekeeping

- For all non-academic questions, please submit a query: www.hyperiondev.com/support
- We would love your **feedback** on lectures: [Feedback on Lectures](#)

Software Engineering Session Housekeeping

- The use of disrespectful language is prohibited in the questions, this is a supportive, learning environment for all - please engage accordingly. (**Fundamental British Values: Mutual Respect and Tolerance**)
- No question is daft or silly - **ask them!**
- There are **Q&A sessions** midway and throughout the session, should you wish to ask any follow-up questions.
- If you have any questions outside of this lecture, or that are not answered during this lecture, please do submit these for upcoming Academic Sessions. You can submit these questions here: [Questions](#)

Safeguarding & Welfare

We are committed to all our students and staff feeling safe and happy; we want to make sure there is always someone you can turn to if you are worried about anything.

If you are feeling upset or unsafe, are worried about a friend, student or family member, or you feel like something isn't right, speak to our safeguarding team:



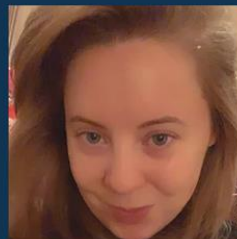
Ian Wyles
Designated Safeguarding
Lead



Simone Botes



Rafiq Manan



Charlotte Witcher



Nurhaan Snyman



Ronald Munodawafa



Tevin Pitts

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safeguarding concern



or email the Designated
Safeguarding Lead:
Ian Wyles

safeguarding@hyperiondev.com






Skills Bootcamp Progression Overview

To be eligible for a certificate of completion, students must fulfil three specific criteria. These criteria ensure a high standard of achievement and alignment with the requirements for the successful completion of a Skills Bootcamp.

✓ Criterion 1 - Meeting Initial Requirements

Criterion 1 involves specific achievements **within the first two weeks** of the program. To meet this criterion, students need to:

- Attend a minimum of 7-8 hours per week of guided learning (lectures, workshops, or mentor calls) within the initial two-week period, for a total minimum of **15 guided learning hours** (GLH), by no later than **15 September 2024**.
 - Successfully complete the Initial Assessment by the end of the first 14 days, by no later than **15 September 2024**.
- 



Skills Bootcamp Progression Overview



✓ Criterion 2 - Demonstrating Mid-Course Progress

Criterion 2 involves demonstrating meaningful progress through the successful completion of tasks **within the first half** of the bootcamp.

To meet this criterion, students should:

- Complete **42 guided learning hours** and the first half of the assigned tasks by the end of week 7, no later than **20 October 2024**.





Skills Bootcamp Progression Overview

✓ Criterion 3 - Demonstrating Post-Course Progress

Criterion 3 involves showcasing students' progress after completing the course. To meet this criterion, students should:

- Complete all mandatory tasks before the bootcamp's end date. This includes any necessary resubmissions, no later than 22 December 2024.
- Achieve at least 84 guided learning hours by the end of the bootcamp, 22 December 2024.



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Recursion

Poll

1. What is recursion in programming?

- A. A method of solving problems iteratively.
- B. A method of solving problems using loops.
- C. A function that calls itself.
- D. A function that calls another function.

Poll

2. When should you use recursion?

- A. When the problem can be easily solved using loops.
- B. When the problem can be divided into smaller, similar sub problems.
- C. When the problem requires complex data structures.
- D. When the problem cannot be solved using any other method.

Learning Outcomes

- Describe the concept of recursion and its role in programming.
- Describe the concept of iteration and its role in programming.
- Identify when recursion is an appropriate solution and when it may not be.
- Implement recursive functions to solve problems.

What is Recursion?

- Recursion is a **programming technique** where a function calls itself to solve a problem by breaking it down into smaller, similar sub problems.
- This **self-referential approach** allows for elegant and concise solutions to certain types of problems.
- In recursion, a **base case** is typically defined to provide a **stopping condition** for the recursive calls. When the base case is reached, the recursion unwinds, and the function returns results back up the call stack.

Why Recursion?

- Recursion offers **simplicity**, **modularity**, and **flexibility** in solving certain types of problems.
- It allows for concise and elegant code, promotes code reuse, and is particularly **effective** for tackling **problems with repetitive, self-similar structures**.
- While it may not be suitable for every problem, recursion is a valuable tool in a programmer's toolkit, enabling the **solution of complex problems with clarity and efficiency**.

What is Iteration?

- Iteration is a **fundamental programming concept** that involves repeating a set of instructions or a process multiple times until a specific condition is met.
- Iteration provides a way to **execute code repeatedly, often with slight variations** or modifications each time.
- In iteration, a **loop structure** is commonly used to achieve repetition.
- Iteration involves **executing a block of code** repeatedly **until a certain condition is satisfied**. This allows for the efficient handling of repetitive tasks and is essential for automating processes in programming.

Types of Iteration

- Count-controlled Iterations

Where the number of repetitions is predetermined **based on a fixed count or iteration variable**. For example, a loop may be set to execute a certain number of times specified by a loop counter or a predefined limit.

- Condition-controlled Iterations

Where the repetition continues until a specific condition evaluates to false. The condition is typically **based on the evaluation of a boolean expression**, such as checking for the end of a data stream or the satisfaction of a particular condition.

Why Iteration?

- Iterations excel in providing **efficiency**, **readability**, and **direct control** over execution in a broader range of situations.
- Iterations provide **a versatile alternative to recursion**, especially in scenarios where simplicity, modularity, and flexibility are not the primary concerns.
- Iterations typically offer **better performance and predictable resource usage** compared to recursion, making them suitable for handling large datasets or deep levels of nesting.

Recursion vs Iteration

- Recursion and iteration (loops) can be used to achieve the same results. However, unlike loops, which work by explicitly specifying a repetition structure, recursion uses continuous function calls to achieve repetition.
- Recursion is a somewhat advanced topic and problems that can be solved with recursion can also most likely be solved by using simpler looping structures.
- Recursion is a useful programming technique that, in some cases, can enable you to develop natural, straightforward, simple solutions to otherwise difficult problems.

Recursion vs Iteration ...

- The following **guidelines** will help you **to decide** which method to use depending on a given situation:
 - **When to use recursion?**

When compact, understandable, and intuitive code is required and where you want **to avoid the need for explicit variable state management**.
 - **When to use iteration?**

When there is limited memory and faster processing is required and where **more direct control over the flow of execution** is required.

The Case for Recursion

- Recursion is suitable for solving problems that exhibit repetitive, self-similar structures, such as:
 - factorial calculation
 - Fibonacci sequence generation
 - tree traversal (visiting all the nodes in a tree data structure)
- Recursion requires careful handling of base cases to avoid infinite recursion or too many recursive calls, which can lead to stack overflow errors.

Recursive Functions

- Normally a **recursive function** uses conditional statements to determine whether or not to call the function recursively.
- The **main benefits** of recursion are:
 - compactness of code,
 - ease of understanding the code,
 - and having fewer variables.

Main Components

- Base Case

The function **returns a value** when a certain condition is satisfied, **without any other recursive calls**.

- Recursive Case

The function **calls itself** with an input that is a step **closer to the base case**.

Base Case Component

- Base cases are the terminating conditions that **stop the recursion** and prevent the function from infinitely calling itself.
- These are **the simplest instances** of the problem that can be solved directly without further recursion.
- Without base cases, the recursive function would continue indefinitely, leading to stack overflow errors or infinite loops.

Recursive Case Component

- Recursive cases define how the function calls itself with modified inputs to solve smaller instances of the same problem.
- In recursive cases, the function applies the same algorithm to a reduced or modified version of the original problem.
- By breaking down the problem into smaller sub problems and solving each sub problem recursively, the function gradually approaches the base case(s).

Recursive Function Structure

```
def recursive_function(input):  
    # Base case(s)  
    if base_condition(input):  
        # Return the result directly  
        return base_result  
  
    # Recursive case(s)  
    else:  
        # Modify the input and make a recursive call  
        modified_input = modify_input(input)  
        recursive_result = recursive_function(modified_input)  
  
        # Further processing of the recursive result  
        final_result = process_result(recursive_result)  
        return final_result
```

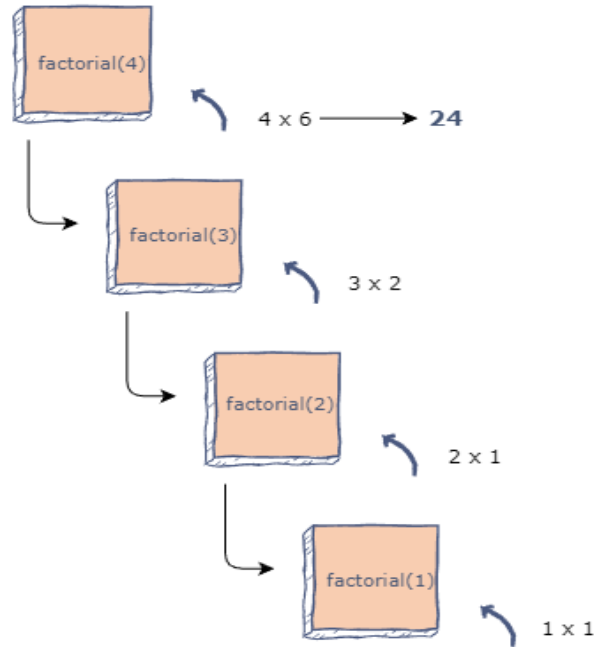
Recursive Function Structure ...

- The function first checks for base cases using if statements.
- If the base condition is met, the function returns the base result directly.
- If the base condition is not met, the function proceeds to the recursive case(s).
- It modifies the input parameters and makes a recursive call to itself with the modified input.
- The process continues recursively until the base case(s) are reached, at which point the recursion unwinds and returns the final result back up the call stack.

Recursive Function Example

- Computing Factorials
 - Many **mathematical functions** can be defined using recursion. A simple example is a factorial function.
 - The factorial function, $n!$ describes the operation of multiplying a number by all positive integers less than or equal to itself (excluding zero).
 - For example: $4! = 4 * 3 * 2 * 1$

Factorials Diagram



Factorials Code

```
def factorial(num):  
    if num == 1:  
        return 1  
    else:  
        return num * factorial(num-1)
```

Let's take a
short break



Let's get coding!



Poll

1. What is a base case in a recursive function?

- A. The case where the function calls itself.
- B. The case where the function returns a value without making further recursive calls.
- C. The case where the function returns None.
- D. The case where the function has reached the maximum recursion depth.

Poll

2. What is the main advantage of using recursion in programming?

- A. Improved performance compared to iterative solutions.
- B. Simplicity and elegance of code.
- C. Ability to solve any problem regardless of complexity.
- D. Greater control over program flow.

Conclusion and Recap

Conclusion and Recap

- By combining base cases and recursive cases, recursive functions effectively break down complex problems into simpler sub problems and solve them iteratively until reaching a termination condition, providing an elegant and efficient approach to problem-solving in programming.

Conclusion and Recap

```
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        final_result = process_result(recursive_result)  
        return final_result
```

Conclusion and Recap

- **Use recursion:**

When compact, understandable, and intuitive code is required and where you want to avoid the need for explicit variable state management.

- **Use iteration:**

When there is limited memory and faster processing is required and where more direct control over the flow of execution is required.

Learner Challenge – Option 1

- *Write a recursive function to reverse a string. For example, reversing "recursion" should return "noisrucer".*
1. Write a function that takes a string and returns it in reverse using recursion
 2. Questions to Reflect:
 - How does the recursion break down the string into smaller pieces?
 - What happens if the base case is not defined properly?
 - How would this problem be handled iteratively? What benefits or challenges does recursion provide here?

Learner Challenge – Option 2

- *Write a recursive function to find the greatest common divisor (GCD) of two numbers using Euclid's algorithm. The GCD of two numbers is the largest number that divides both without leaving a remainder.*
1. Write a function to find the GCD of two integers using recursion.
 2. Questions to Reflect:
 - How does the recursive function reduce the problem of finding the GCD?
 - Why is the base case important in preventing infinite recursion?
 - Can you compare this approach to finding the GCD iteratively? What advantages does the recursive approach offer?

Questions and Answers



Thank you for attending



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