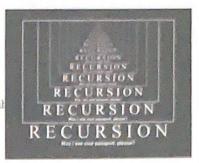
## **Recursion Exercises**

Use the following method puzzle to answer problems 1 - 3. /\* precondition: base and limit are nonnegative numb public int puzzle (int base, int limit) if (base > limit) return -1; else if ( base == limit ) return 1; else return base \* puzzle(base + 1, limit);



- 1. Identify the base case(s) of method puzzle if base 7 limit, if base = limit

  2. Identify the recursive case(s) of method puzzle if base Climit it become

  recorder
- 3. Show what would be displayed by the following calls.
  - a) System.out.println(puzzle(14,10)); -
  - b) System.out.println(puzzle(4,7)); (20
  - c) System.out.println(puzzle(0,0));

In problems 4 - 6, show the output that will be displayed by the call show (123);

```
public void show ( int n )
   if (n > 0)
   show (n/10);
   System.out.print (n%10);
```

```
public void show ( int n)
  System.out.print (n%10);
  if (n>0)
   show (n/10);
```

```
public void show ( int n)
  System.out.print (n%10);
  if (n>0)
    show (n/10);
  System.out.print (n%10);
```

0123

3210

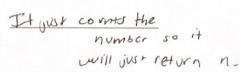
01233210

7. Complete the code to recursively evaluate the sum: sum = 1 + 1/2 + 1/3 + ... + 1/n,  $n \ge 1$ .

```
public double sum(int n) // n>=1
  if (n=0) return 1.
  return 4.0/n + sum(h-1);
```

What does this code count?

public int count (int n) if (n==1)return 1; return 1 + count(n-1);



## **Recursion Exercises**

Practice #2

Evaluate each recursive function foo for the given parameter values.

```
//x is nonnegative
                                     foo(3) 4
public int foo (int x) {
   if (x == 0)
        return (x + 1);
    return 1 + foo (x-1);
public int foo (int x, int y)
    if (x <= 0)
        return (0);
    if (y >= x)
        return 1 + foo(y,x);
    return 2 + foo(x-3,y-1);
public int foo(int x) foo(foo(foo(foo(foo(3))))))
    if (x < 5)
        return x*x + 1;
    if (x == 5)
        return x*x - 3;
    return foo(x-2);
```

Show the output of each recursive method.

6. What happens when you call doSomething (3)?

```
public static void doSomething(int value) {
   if (value > 0) {
      doSomething(value-1);
      doSomething(value-1);
      System.out.print(" " + value);
}
```