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Questions

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Unhelpful 1

2/2 points (graded)

Louis Reasoner doesn't want to use a helper method, so he tries to implement `subsequences()` by storing `partialSubsequence` as a static variable instead of a parameter. Here is his implementation:

```
private static String partialSubsequence = "";
public static String subsequencesLouis(String word) {
    if (word.isEmpty()) {
        // base case
        return partialSubsequence;
    } else {
        // recursive step
        String withoutFirstLetter = subsequencesLouis(word.substring(1));
        partialSubsequence += word.charAt(0);
        String withFirstLetter = subsequencesLouis(word.substring(1));
        return withoutFirstLetter + "," + withFirstLetter;
    }
}
```

What does `subsequencesLouis("c")` return?

☐ "c"

☐ ""

☒ ",c"

☐ "c,"



What does `subsequencesLouis("a")` return?

☐ "a"

☐ ""

☐ ",a"

☐ "a,"

☒ "c,ca"



Explanation

The static variable maintains its value across calls to `subsequencesLouis()`, so it still has the final value "c" from the call to `subsequencesLouis("c")` when `subsequencesLouis("a")` starts. As a result, every subsequence of that second call will have an extra c before it.

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Unhelpful 2

1/1 point (graded)

Louis fixes that problem by making `partialSubsequence` public:

```
/**  
 * Requires: caller must set partialSubsequence to "" before calling subsequencesLouis().  
 */  
public static String partialSubsequence;
```

Alyssa P. Hacker throws up in her mouth when she sees what Louis did. Which of these statements are true about his code?

☐ `partialSubsequence` is risky -- it should be final

☒ `partialSubsequence` is risky -- it is a global variable

☐ `partialSubsequence` is risky -- it points to a mutable object



Explanation

`partialSubsequence` is indeed a global variable. It can't be made final, however, because the recursion needs to reassign it frequently. But at least it doesn't point to a mutable object.

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Unhelpful 3

7/7 points (graded)

Louis gives in to Alyssa's strenuous arguments, hides his static variable again, and takes care of initializing it properly before starting the recursion:

```
public static String subsequences(String word) {
    partialSubsequence = "";
    return subsequencesLouis(word);
}

private static String partialSubsequence = "";

public static String subsequencesLouis(String word) {
    if (word.isEmpty()) {
        // base case
        return partialSubsequence;
    } else {
        // recursive step
        String withoutFirstLetter = subsequencesLouis(word.substring(1));
        partialSubsequence += word.charAt(0);
        String withFirstLetter = subsequencesLouis(word.substring(1));
        return withoutFirstLetter + "," + withFirstLetter;
    }
}
```

Unfortunately a static variable is simply a bad idea in recursion. Louis's solution is still broken. To illustrate, let's trace through the call `subsequences("xy")`. It will produce these recursive calls to `subsequencesLouis()`:

```
subsequencesLouis("xy")
  subsequencesLouis("y")
    subsequencesLouis("")
    subsequencesLouis("")
  subsequencesLouis("y")
    subsequencesLouis("")
    subsequencesLouis("")
```

When each of these calls starts, what is the value of the static variable `partialSubsequence`?

1. `subsequencesLouis("xy")`

empty string ▾

✔ Answer: empty string

2. `subsequencesLouis("y")`

empty string ▾

✔ Answer: empty string

3. `subsequencesLouis("")`

empty string ▾

✔ Answer: empty string

4. `subsequencesLouis("")`

y ▾

✔ Answer: y

5. `subsequencesLouis("y")`

yx ▾

✔ Answer: yx

6. `subsequencesLouis("")`

yx ▾

✔ Answer: yx

7. subsequencesLouis("")

✔ Answer: yxy

Explanation

Everything seems fine until call 5, where it becomes clear that the static variable is still clinging to letters like "y" that were added to it in deeper levels of recursion and never discarded.

The final (wrong) return value of this implementation can be read off from the base cases, calls 3,4,6,7: ",yx,yx,yx".

Static variables and aliases to mutable data are very unsafe for recursion, and lead to insidious bugs like this. When you're implementing recursion, the safest course is to pass in all variables, and stick to immutable objects or avoid mutation.

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