

CSSE 220

Recursion

Checkout *Recursion* project from SVN

Announcements

- The next 4 class days:
 - A new way to think: **Recursion**
 - A new way to break up and re-use code:
 Interfaces
 - Making interactive apps requires this

Recursion

recurs

- A solution technique where the same computation occurs repeatedly as the problem is solved
- Examples:
 - Sierpinski Triangle: <u>https://en.wikipedia.org/wiki/Sierpinski_triangle</u>
 - Towers of Hanoi:

http://www.mathsisfun.com/games/towerofhanoi.html or search for Towers of Hanoi

An example – Triangle Numbers

- If each red block has area 1, what is the *area* A(n) of the Triangle whose *width* is n?
 - Answer:

A(n) = n + A(n-1)

- The above holds for which *n*? What is the answer for other *n* ?
 - Answer: The recursive equation holds for
 n >= 1.

For n = 0, the area is 0.



Key Rules to Using Recursion

Always have a base case that doesn't recurse

Make sure recursive case always makes progress, by solving a smaller problem

You gotta believe

- Trust in the recursive solution
- Just consider one step at a time

Frames for Tracing Recursive Code



Programming Problem

 Add a recursive method to Sentence for computing whether Sentence is a palindrome



Practice Practice Practice

- Head to <u>http://codingbat.com/java/Recursion-</u> <u>1</u> and solve 5 problems. I personally like bunnyEars, bunnyEars2, count7, fibonacci, and noX
- Get help from me if you get stuck
- Then take a look at the recursion homework