

# CS19001: Programming and Data Structures Laboratory

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**CS19001:**  
Programming and  
Data Structures  
Laboratory

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Tutorial:  
Functions

Tutorial:  
Recursive  
Functions

Assignments

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# A mathematical function

$$\begin{aligned} &= 0 && \text{if } n = 0, \\ f(n) &= 2n - 1 && \text{if } n > 0, \\ &= -2n && \text{if } n < 0 \end{aligned}$$

- It would be nice to compute  $f$  such that

```
int main ()
{
    int n;
    while (1) {
        printf("Input n : "); scanf("%d",&n);
        printf("f(%d)=%d\n", n, f(n));
    }
}
```

## And that is possible

```
int f ( int n )
{
    if (n == 0) return (0);
    else if (n > 0) return (2*n-1);
    else return (-2*n);
}

int main ()
{
    int n;
    while (1) {
        printf("Input n : "); scanf("%d",&n);
        printf("f(%d)=%d\n", n, f(n));
    }
}
```

## Function Definition

```
return_type function_name (argument_list)
{
    function body
}
```

- Example

```
int gcd ( int a , int b )
{ int c;
  /* body */
  return c;
}

int main()
{ int x, y, z;
  /* body */
  z=gcd(x,y);
}
```

## A more elaborate usage

```
int gcd ( int a , int b )
{
    int r;
    /* body */
    return r;
}

int main ()
{
    int i, j, s = 0;
    for (i=1; i<=20; ++i) {
        for (j=i; j<=20; ++j) {
            s += gcd(j,i);
        }
    }
    printf("The desired sum = %d\n", s);
}
```

## Passing arguments by value

```

int gcd ( int a , int b )
{
    /*when called, a=j, b=i*/
    int r,...;
    /*any local assignment on a, b does not
    change i,j in main */

    ...../* body */
    return r;
}

int main ()
{
    .....
    s += gcd(j,i);
    .....
}

```

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## Passing arguments by value

```
int gcd ( int a , int b )
{
    int r,...; /* local variables like a,b*/
    /* r is not defined outside gcd() */

    ...../* body */
return r;
}
int main ()
{
    int r = 5; /* a different 'r' */
    .....
    s += gcd(j,i);
    .....
}
```



## Passing arguments by value

```

int gcd ( int a , int b ) /*a=10,b=6*/
{
    int r,...;

    ...../* body */
return r; /*r=2*/
}
int main ()
{
    int r = 5;
    ...../*j=10,i=6,r= 5*/
    ...r=r+j.../*j=10,i=6,r=15*/
    s += gcd(j,i); /*s+=2*/
    ...../*j=10,i=6,r=15*/
}

```

## Passing an array

When you pass an array, the computation effects the array passed by main

```
void bubble(int A[], int n)
{ /*no return type*/
    int c,d,temp;
    for (c=n-2; c>=0; --c){
        for (d=0; d<=c; ++d){
            if (A[d] > A[d+1]){
                temp = A[d];
                A[d] = A[d+1];
                A[d+1] = temp;
            }
        }
    }
}
```

We shall explain the reason later

## Passing an array

```
int main()
{
    int array[100], n, k;
    printf("Enter no. of elements\n");
    scanf("%d", &n);
    printf("Enter %d integers\n", n);
    for (k = 0; k < n; k++)
        scanf("%d", &array[k]);
    bubble(array, n); /*array is passed*/
    printf("Sorted list\n");
    for ( k = 0 ; k < n ; k++ )
        printf("%d,", array[k]);
    printf("\n");
    return 0; /*sorting reflected on array[]*/
}
```

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# The well known Fibonacci function

$$\begin{aligned} &= 0 && \text{if } n = 0, \\ f(n) &= 1 && \text{if } n = 1, \\ &= f(n-1) + f(n-2) && \text{if } n \geq 2 \end{aligned}$$

- Similarly, many other well known functions can be defined *recursively*, i.e., in terms of itself

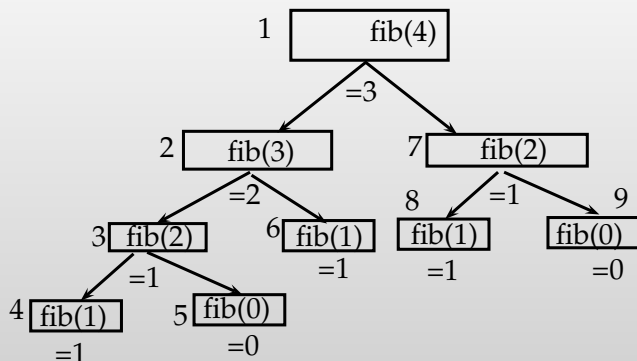
```
int fib ( int n )
{
    if (n == 0) return (0);
    if (n == 1) return (1);
    return (fib(n-1)+fib(n-2));
}
```

## Why does this work

```
int fib ( int n )
{
    if (n == 0) return (0);
    if (n == 1) return (1);
    return (fib(n-1)+fib(n-2));
}
```

- Each call instance of fib works with its own copy of  $n$
- The computer “remembers” every previous state of the problem. This information is “held” by the computer on the “activation stack” (i.e., inside of each function’s workspace).

# The recursive function call sequence



- The call sequence: 1,2,3,...
- The return sequence: 4,5,3,6,2,8,9,7,1

## Recursive function for printing all permutations of a given string

```
void permute(char a[], int i, int n)
{ // i=current start index
  int j;
  if (i == n) printf("%s\n", a);
  else{
    for (j = i; j <= n; j++){
      swap(a[i], a[j]);
      permute(a, i+1, n);
      swap(a[i], a[j]); //backtrack
    }
  }
}
```

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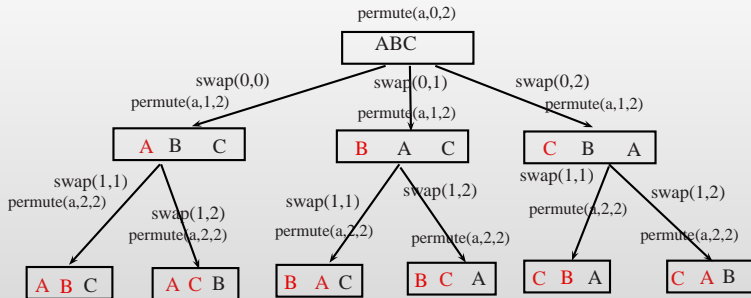
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# The recursive function call sequence



- Before each function call, position of a letter is fixed (marked in red) after swapping
- After any call returns, swapping is again performed to restore state
- Printing is done at leaf level

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# Programming Assignments

Complete and submit during lab

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## Assignment 1: [Binomial-Sum]

Recall the binomial theorem:

$$(x + y)^n = {}^n C_0 x^n y^0 + \dots + {}^n C_i x^{n-i} y^i + \dots + {}^n C_n x^0 y^n$$

Write a C program which takes as input two reals (floats)  $x$  and  $y$ , a non-negative integer  $n$  and returns the value of  $(x + y)^n$  as double. Your program should contain the following functions.

- **long int factorial(int);**
- **double power(float, int);**
- **long int find\_ncr(int, int);**
- **double find\_binomial\_sum(float, float, int);**

You are **NOT ALLOWED** to use **math.h** library.

Do not use a large value of  $n$  ( $> 10$  say) for testing purposes.

Otherwise, the factorial computation may overflow.

## Assignment 2: [Derive-Poly]

### Main C-Program

- From `main()`, request user to provide the size of array (say  $n$ ) and all the  $n$  array elements (real-valued),  $a_0, a_1, a_2, \dots, a_{n-1}$ . This will symbolically represent a polynomial as follows,
 
$$f(x) = a_0 + a_1x + a_2x^2 + \dots + a_ix^i + \dots + a_{n-1}x^{n-1}.$$
- Then ask user to input the order of the derivative (i.e.  $k^{th}$ ). Please note that,  $n \geq k$ .
- Print the array elements and the original polynomial,  $f(x)$ .
- Call `derive()` with suitable parameters (mentioned below).
- Print new polynomial  $f^k(x)$  after performing  $k^{th}$  derivative over  $f(x)$ .

### Recursive Function:

```
void derive(double a[ ], int n, int k);
```

- Write a **recursive function** `derive()` which takes as argument an array of real numbers, the array size  $n$ , and the order of the derivative  $k$ .
- When the function returns, the array should contain elements representing the  $k$ -th derivative,  $f^k(x)$ , of the original polynomial,  $f(x)$ . The new polynomial will be symbolically represented as follows,
 
$$f^k(x) = a'_0 + a'_1x + a'_2x^2 + \dots + a'_ix^i + \dots + a'_{n-1-k}x^{n-1-k}.$$

## Assignment 3: [Power-Set]

Write a recursive function which takes as argument an integer  $n$  and prints all possible subsets of the set  $\{1, 2, 3, \dots, n\}$ .

- For both the assignments, write suitable `main()` functions which shall call the respective functions.
- To help you in designing the recursion, the recursion tree is provided next.

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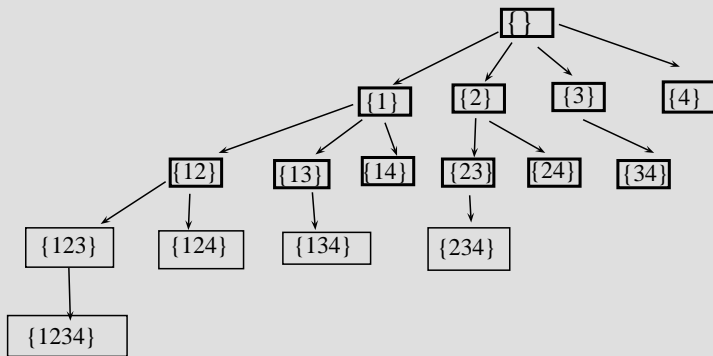
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# Assignment 3: [Power-Set]

recursion tree,  $n=4$



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# Thank You

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