

Recursion Lab

You should not use loops when writing any of these functions, unless otherwise specified.

1. Suppose we want to write a recursive function that takes an argument n , that adds up all the numbers between 1 and n , inclusive. This function has the signature: `int sum(int n)`. Define a recursive formulation below:

Base case: if $n = \underline{\hspace{2cm}}$, then $\text{sum}(n) = \underline{\hspace{2cm}}$

Recursive case: if $n > \underline{\hspace{2cm}}$, then $\text{sum}(n) = \underline{\hspace{2cm}} + \underline{\hspace{2cm}}$

Translate your recursive formulation into C++. Test your code in `main()`.

2. Suppose we want to write a recursive function that takes an argument n , that counts all the prime numbers between 2 and n , inclusive. Signature is `int count_primes(int n)`. Assume you have access to another function, `is_prime(n)`, that returns a boolean that states whether n is a prime number or not. Define a recursive formulation:

Base case: if $n = \underline{\hspace{2cm}}$, then $\text{count_primes}(n) = \underline{\hspace{2cm}}$

Recursive case A: if $n > \underline{\hspace{1cm}}$ AND $\underline{\hspace{2cm}}$, then $\text{count_primes}(n) = \underline{\hspace{1cm}} + \underline{\hspace{2cm}}$

Recursive case B: if $n > \underline{\hspace{1cm}}$ AND $\underline{\hspace{2cm}}$, then $\text{count_primes}(n) = \underline{\hspace{1cm}} + \underline{\hspace{2cm}}$

Translate your recursive formulation into C++. *is_prime is already written for you.*
Test your code in `main()`.

3. Write a recursive function to compute a^b , (a raised to the b power) where a and b are non-negative integers. The function's signature is `long long power(a, b)`. (Obviously, you may not use the built-in `pow` function to solve this.)

Base case: if $b = \underline{\hspace{2cm}}$, then $\text{power}(a, b) = \underline{\hspace{2cm}}$

Recursive case(s):
(up to you!)

Translate your recursive formulation into C++. Test your code in `main()`.

Before moving on, think about how many total multiplications your code does. Can lower the number of multiplications? Hint: to compute (for instance) $2^8 = 2 * 2 * 2 * 2 * 2 * 2 * 2 * 2$, you don't actually need seven multiplications.

(turn page over)

4. Write a function to test if a string is a palindrome (reads the same forwards and backwards).

```
bool is_pal(string s):
```

Base case: if s.length() < _____, then is_pal(s) = _____

Recursive case A: if s.length() >= _____ AND _____,

 then is_pal(s) = _____

Recursive case B: if s.length() >= _____ AND _____,

 then is_pal(s) = _____

5. Suppose we want to write a recursive function to turn an integer into a *simplified* Roman numeral. *Simplified* in this case means we will ignore the subtraction rules. Roman numerals use seven symbols: I = 1, V = 5, X = 10, L = 50, C = 100, D = 500, M = 1000. Read the Wikipedia page for Roman numerals if you need a refresher on how to interpret them.

Write a function `string int_to_roman(int n)` that returns (not prints) an int as a Roman numeral.

6. Write a recursive function to find the maximum element in a vector of integers. You've done this with a loop many times, but now you will write a recursive version.

Hint: The "natural" recursive formulation involves calling the function recursively on slices of the original list that continue getting smaller:

Base case: the maximum element in a vector of size 1 is the lone element in the vector; that is, `vec[0]`

Recursive case: the maximum element in a vector of size > 1 is the larger of `vec[0]` and the maximum element in `vec[1:size]` (*using Python slice syntax here*)

Because in C++ there is no convenient "slice" operator like there is in Python, we must be a little clever to work around this. Instead of slicing the list over and over, we have our `max` function take two extra arguments, that specify our current slice into the vector. That is, when you call this function recursively, `vec` never changes, only `start` & `end` change.

```
int max(const vector<int> & vec, int start, int end)
```

Base case: if `start == end`, then `max = _____`

Recursive case: otherwise, then, if _____ > _____, then `max = _____`

 if _____ <= _____, then `max = _____`