1) Recursion

1.1) The definition

<u>Recursive object</u> – an object, partially consisting of itself, or which definition refers to itself. The recursion allows for defining an infinite set of objects using a finite expression.

Characteristics of recursive algorithms:

- the ending is clearly defined;
- main problem is divided into elementary problems, which solutions are known.

1.2) Example

Computing a factorial of "n" using recursion:

0! = 1; if n > 0 then n! = n * (n - 1)!

Implementation in C++:

```
#include <iostream>
using namespace std;
int factorial(int n) {
    if (n == 0) return 1;
    else { return(n*factorial(n - 1)); }
}
int main() {
    int num;
    cin >> num;
    cout << factorial(num) << endl;
    return 0;
}</pre>
```

1.3) Recursion in Flowgorithm

For building a recursive algorithm, a function must be defined. To create a new function, use the menu option "Program -> Add Function" or use the corresponding icon on the toolbar (see below). Arguments and the returned value of a function should also be defined.

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You can switch between the "Main" function and any other one using the choice button on the toolbar. To call a function, use its name and pass arguments in "Assign" box, similarly as in C (see example below).

1.4) Computing factorial in Flowgorithm

The recursive version of computing a factorial in Flowgorithm is presented below:



2) Exercises

Exercises may be implemented in C/C++ or Flowgorithm. Two solutions should be implemented for each exercise: **iterative and recursive** version. These versions should be compared (e.g. using debugger or by displaying variable values in the console).

- A) Compute the result of a^n (*a* power *n*)
- B) Check whether a word (entered as "string" or "char[]") is a palindrome
- C) Find *n*-th value of the **Fibonacci sequence**
- D) Compute *n*-th value of the **geometric sequence**, for given a_0 (first value) and *q* (multiplier)