CSE 143

Computer Programming II
Recursive Programming

public static void solveProblem() {
    solveProblem();
}

Outline

1. Writing Recursive Functions
Implement a function

    public static boolean hasX(String s)

which returns true if there is an 'x' in s, and false otherwise. You may not use contains or loops.

For example:

- hasX("hello") → false
- hasX("xylophone") → true
- hasX("abcdx") → true
- hasX("qrst") → false
Procedure For Solving Recursion Problems

1. Figure out what the base case is. To do this, look at the type of the argument and think of the simplest thing of that type.

2. Now that you know the base case(s), figure out what the answer for the base case is.

3. Now, we have to figure out the recursive step. First, write down what the function we are writing does.

4. Then, ask the question: “What is the smallest piece of the problem I can break off?”

5. Figure out the answer to the question for the tiny problem.

6. Use a recursive call to solve whatever is left.
Solving hasX

1. Figure out what the base case is. To do this, look at the type of the argument and think of the simplest thing of that type:
   - The argument is a String. The simplest String is the empty String.

2. Now that you know the base case(s), figure out what the answer for the base case is:
   ```java
   if (s.length() == 0) {
      // The empty string doesn’t have any x’s
      return false;
   }
   ```

3. Now, we have to figure out the recursive step. First, write down what the function we are writing does:
   - hasX(s) returns true when s contains an ’x’
Ask the question: “What is the smallest piece of the problem I can break off?”

_A String is made up of _char_s. We can break off a single _char:_

```java
else {
    // Break off the first character
    char c = s.charAt(0);
    ...
}
```

Figure out the answer to the question for the tiny problem:

```java
// Answer the question for that character
if (c == 'x') {
    return true;
} else {
    // Ask someone else to solve the rest of the problem
    return hasX(s.substring(1));
}
```

Use a recursive call to solve whatever is left.
```java
public static boolean hasX(String s) {
    if (s.length() == 0) {
        // The empty string doesn't have any x's
        return false;
    }
    else {
        // Break off the first character
        char c = s.charAt(0);

        // Answer the question for that character
        return c == 'x' || hasX(s.substring(1));
    }
}
```
Implementing the “Paint Bucket” Tool

paintbucket

Implement a function

```java
public static void paintbucket(int x, int y, Color empty)
```

which fills an area with `Color.GREEN` when the `DrawingPanel` is clicked.
The algorithm to fill in the space is called “floodfill.” To see it working with DrawingPanel, download the code. Here it is more generally:

```java
public static final ThingToFill drawing;
public static final int SIZE = ...;
public static void floodfill(int x, int y, Color empty) {
    if (x >= 0 && y >= 0 && x < SIZE && y < SIZE &&
        drawing.getColor(x, y).equals(empty)) {
        drawing.setColor(x, y, Color.GREEN);
        floodfill(x, y - 1, empty);
        floodfill(x, y + 1, empty);
        floodfill(x - 1, y, empty);
        floodfill(x + 1, y, empty);
    }
}
```
Implement a function

```java
public static boolean isPalindrome(int[] arr, int begin, int end)
```

which returns true if the elements between `begin` and `end` (inclusive) of `arr` are the same forwards and backwards.

For example:

- `isPalindrome([1, 1, 1, 1], 0, 2)` → true
- `isPalindrome([1, 1, 1, 1], 0, 3)` → true
- `isPalindrome([1, 1, 1, 1], 1, 2)` → true
- `isPalindrome([1, 2, 3, 4], 1, 1)` → true
- `isPalindrome([1, 2, 3, 4], 1, 2)` → false
- `isPalindrome([1, 2, 3, 2, 1], 1, 3)` → true
- `isPalindrome([1, 2, 3, 2, 1], 0, 1)` → false
Okay, but wait. Are we ever going to ask for partial arrays being palindromes? We’d rather a function:

```java
public static boolean isPalindrome(int[] arr) {
    return isPalindrome(arr, 0, arr.length - 1);
}
```

How can we write this using our previous function?

```java
public static boolean isPalindrome(int[] arr, int begin, int end) {
    if (begin >= end) {
        return true;
    } else {
        return arr[begin] == arr[end] &&
               isPalindrome(arr, begin + 1, end - 1);
    }
}
```

Note that, now, we should make our original function **PRIVATE**, because we don’t want a user to ever actually call it.
In general, to solve some recursive problems, we will need to make **public-private** pairs. The private method will have extra arguments we can use and the public method will call the private one.

```java
public static boolean isPalindrome(int[] arr) {
    return isPalindrome(0, arr.length - 1);
}

private static boolean isPalindrome(int[] arr, int begin, int end) {
    if (begin >= end) {
        return true;
    } else {
        return arr[begin] == arr[end]) &&
        isPalindrome(arr, begin + 1, end - 1);
    }
}
```
Write a method

```java
public static void crawl(File f)
```

that prints out the names of the files we reach by looking inside any folders starting at `f`. The names should be indented as many times as the number of folders it is inside.

So, for instance, an output might look like:

```plaintext
>> folder1
   file.txt
   IAmInsideFolder1
       insideinside.html
       lecture.pdf
   oops.jpg
```
Because we need to keep track of how far we are supposed to indent, our recursive function will need to have a second argument indent:

```java
public static void crawl(File f, String indent)
```

### crawl Solution

```java
public static void crawl(File f) {
    return crawl(f, "");
}

private static void crawl(File f, String indent) {
    System.out.println(indent + f.getName());
    if (f.isDirectory()) {
        List<File> filesInDir = f.listFiles();
        for (int i = 0; i < filesInDir.size(); i++) {
            crawl(filesInDir.get(i), indent + " ");
        }
    }
}
```
Some Recursion Tips!

- See earlier starred slide with approach to recursion problems.
- Practice writing recursive functions a lot. Looking at an answer does not count as practicing.
- Always identify how many base cases (e.g. the special, weird ones) you will need.

<table>
<thead>
<tr>
<th>Type</th>
<th>Value</th>
</tr>
</thead>
<tbody>
<tr>
<td>Non-negative numbers</td>
<td>0</td>
</tr>
<tr>
<td>int</td>
<td>negative, 0</td>
</tr>
<tr>
<td>String</td>
<td>&quot;&quot;</td>
</tr>
<tr>
<td>File System</td>
<td>non-folder</td>
</tr>
</tbody>
</table>

- If the problem doesn’t seem like you can break it down easily, think about what arguments you could add to help (and use a public-private pair).
  Generally, you need arguments to “keep track of” something.
  - Saving the start and end bounds of an int[]
  - Saving the number of times we’ve recursed into a folder (to print them indented)