# Building Java Programs

Chapter 12 introduction to recursion

reading: 12.1

#### Recursion

- recursion: The definition of an operation in terms of itself.
  - Solving a problem using recursion depends on solving smaller occurrences of the same problem.
- recursive programming: Writing methods that call themselves to solve problems recursively.
  - An equally powerful substitute for iteration (loops)
  - Particularly well-suited to solving certain types of problems

## Getting down stairs



- Need to know two things:
  - Getting down one stair
  - Recognizing the bottom
- Most code will look like:

```
if (simplest case) {
    compute and return solution
} else {
    divide into similar subproblem(s)
    solve each subproblem recursively
    assemble the overall solution
}
```

#### Recursion and cases

- Every recursive algorithm involves at least 2 cases:
  - base case: A simple occurrence that can be answered directly.
  - recursive case: A more complex occurrence of the problem that cannot be directly answered, but can instead be described in terms of smaller occurrences of the same problem.
  - Some recursive algorithms have more than one base or recursive case, but all have at least one of each.
  - A crucial part of recursive programming is identifying these cases.

```
public static void writeStars(int n) {
   while (n > 0) {
      System.out.print("*");
      n--;
   System.out.println();
public static void writeStars(int n) {
   if (n == 0) {
      System.out.println();
   } else {
      System.out.print("*");
      writeStars(n - 1);
```

```
public static void writeStars(int n) {
   while (n > 0) {
      System.out.print("*");
      n--;
   System.out.println(); // base case. assert: n == 0
public static void writeStars(int n) {
   if (n == 0) {
      System.out.println(); // base case
   } else {
      System.out.print("*");
     writeStars(n - 1);
```

```
public static void writeStars(int n) {
   while (n > 0) { // "recursive" case
      System.out.print("*"); // small piece of problem
      n--;
   System.out.println();
public static void writeStars(int n) {
   if (n == 0) {
      System.out.println();
   } else { // "recursive" case. assert: n > 0
      System.out.print("*"); // small piece of problem
      writeStars(n - 1);
```

```
public static void writeStars(int n) {
   while (n > 0) { // "recursive" case
      System.out.print("*");
      n--; // make the problem smaller
   System.out.println();
public static void writeStars(int n) {
   if (n == 0) {
      System.out.println();
   } else { // "recursive" case. assert: n > 0
      System.out.print("*");
      writeStars(n - 1); // make the problem smaller
```

### Exercise

• Write a recursive method reverseLines that accepts a file Scanner and prints the lines of the file in reverse order.

Example input file:

I have eaten
the plums
that were in
the icebox

Expected console output:

the icebox
that were in
the plums
I have eaten

- What are the cases to consider?
  - How can we solve a small part of the problem at a time?
  - What is a file that is very easy to reverse?

# Tracing our algorithm

call stack: The method invocations currently running

```
reverseLines (new Scanner ("poem.txt"));
public static void reverseLines(Scanner input) {
    if (input.hasNextLine()) {
        String line = input nextLine() · // "I have eaten"
public static void reverseLines(Scanner input) {
    if (input.hasNextLine()) {
public static void reverseLines(Scanner input) {
    if (input.hasNextLine()) {
       String line = input nextLine() · // "that were in"
public static void reverseLines(Scanner input) {
    if (input.hasNextLine())
       String line - input nextline(). // "the icohow"
public static void reverseLines(Scanner input) {
    if (input.hasNextLine()) {    // false
    nave eaten
                                            CHE ICEDOX
  the plums
                                            that were in
```

that were in

the icebox

the plums

I have eaten