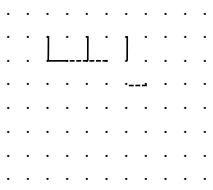


A game



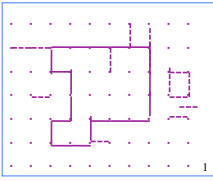
while there is room
A draws — or | ;
B draws - - - or : ;

A wants to get a solid closed curve.
B wants to stop **A** from getting a solid closed curve.
 Who can win? What strategy to use?

**A and B
 alternate
 moves**

Board can be any size: m by n dots, with $m > 0, n > 0$

A won the game to the right because there is a solid closed curve.



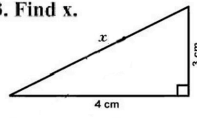
We develop recursive functions and look at execution of recursive functions CS1110 24 Feb 2008
More on Recursion

Study Sect 15.1, p. 415. Watch activity 15-2.1 on the CD. In DrJava, write and test as many of the self-review exercises as you can (disregard those that deal with arrays).

Next time:
 Casting about.
 Look at Secs 4.2 and 4.3 in text

Geometry test

3. Find x.



```

/** = non-negative n, with commas every 3 digits
    e.g. commafy(5341267) = "5,341,267" */
public static String commafy(int n) {
    1: if (n < 1000) return "" + n;
    // n >= 1000
    2: return commafy(n/1000) + "," + to3(n%1000);
}
    
```

Executing recursive function calls.

```

/** = p with at least 3 chars */
public static String to3(int p) {
    if (p < 10) return "00" + p;
    if (p < 100) return "0" + p;
    return "" + p;
}
    
```

commafy(5341266 + 1)

commafy: 1

Demo

n

Recursive functions

```

/** = a copy of s in which s[0..1] are swapped, s[2..3] are swapped, s[3..4] are swapped, etc. */
public static String swapAdjacent(String s)
    
```

Properties:

- (1) $b^c = b * b^{c-1}$
- (2) For c even $b^c = (b*b)^{c/2}$

e.g. $3*3*3*3*3*3*3$
 $= (3*3)*(3*3)*(3*3)*(3*3)$

Recursive functions

```

/** = b^c. Precondition: c >= 0*/
public static int exp(int b, int c) {
    if (c = 0)
        return 1;
    if (c is odd)
        return b * exp(b, c-1);
    // c is even and > 0
    return exp(b*b, c / 2);
}

```

c	number of calls
0	1
1	2
2	2
4	3
8	4
16	5
32	6
2 ⁿ	n + 1

32768 is 2¹⁵
so b³²⁷⁶⁸ needs only 16 calls!

5


Binary arithmetic


Decimal	Binary	Octal	Dec	Binary
00	00	00	2 ⁰ = 1	1
01	01	01	2 ¹ = 2	10
02	10	02	2 ² = 4	100
03	11	03	2 ³ = 8	1000
04	100	04	2 ⁴ = 16	10000
05	101	05	2 ⁵ = 32	100000
06	110	06	2 ⁶ = 64	1000000
07	111	07	2 ¹⁵ = 32768	1000000000000000
08	1000	10		
09	1001	11	Test c odd: Test last bit = 1	
10	1010	12	Divide c by 2: Delete the last bit	
			Subtract 1 when odd: Change last bit from 1 to 0.	

Exponentiation algorithm processes binary rep. of the exponent.

6

Hilbert's space-filling curve

Hilbert(1): 

Hilbert(2): 

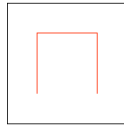
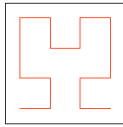
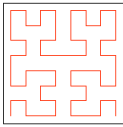
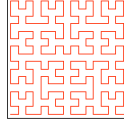
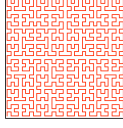
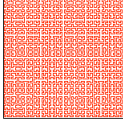
Hilbert(n):

H(n-1) dwn	H(n-1) dwn
H(n-1) left	H(n-1) right

As the size of each line gets smaller and smaller, in the limit, this algorithm fills every point in space. Lines never overlap.

7

Hilbert's space-filling curve

8