

CS 113 – Computer Science I

Lecture 10 – Recursion, Arrays and Loops

Thursday 02/22/2024

Announcements

- HW03 due tonight
- Isopsephy
 - <https://www.cs.cmu.edu/~pattis/15-1XX/common/handouts/ascii.html>
 - index from 1

Agenda

Recursion - review

Arrays – reviews

Loops

Recursion Example – printVowels

Write a recursive function that prints just the vowels in a String

Arrays

Arrays

Three ways to initialize an array

1. With an initial value

```
int[] numbers = {1, 2, 5};
```

2. With allocated space, but uninitialized

```
int[] numbers = new int[3];
```

3. With an empty array reference

```
int[] numbers = null;
```

Array Indexing

Access individual elements of an array with indexing

`array[index]`

We use *zero*-based indexing

first element is **0**

last element is **length-1**

Accessing indices out of range results in a **runtime error!**

Arrays - default values

```
int[] numbers = new int[3];
```

numbers

0	0	0
---	---	---

```
String[] words = new String[3];
```

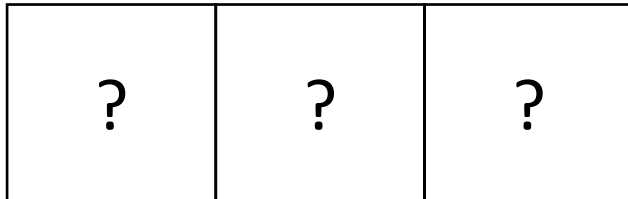
words

null	null	null
------	------	------

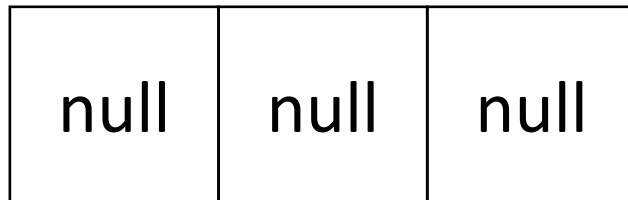
Arrays - default values

```
Scanner[] words = new Scanner[3];
```

Scanner



Scanner



Arrays

```
int[] x = {2, 7, 5};
```

```
System.out.println(x.length); //what will this print?
```

`.length` field tells us how many elements are in the array

Once an array is full, you cannot add more elements to it!

Arrays

Implement a method `calculateSum` that takes an int array as a parameter and returns the sum of its elements

assume the array has 5 elements

Printing an Array

Let's test our calculateSum method

Array Comparison

Strings and arrays are **NOT** primitives

They are objects

Explains why we can't use "==" to compare Strings

"==" checks if two objects are the same

not if the two values are the same

Recursion Example – Boolean Array Negation

Implement a recursive method called `boolNeg` that takes a boolean array as input and returns a new array with each boolean value negated (e.g., `true` becomes `false` and vice versa).

Loops

Exercise

`calculateSum` with an unknown number of elements in `arr`

Loops

- Easy way to repeat some computation
- Two kinds of loops:
 - **While**
 - For
- Loops repeat block of code until the condition becomes false

While loop

While a condition is true, run a block of code

```
while(condition) {  
    //run the code in this block  
}
```

Tracing Loops

```
int sum = 1;
int count = 0;
while (count < 3) {
    sum = sum + 2;
    count = count + 1;
}
```

Count < 3	count	sum

Tracing Loops

```
int sum = 1;
int count = 0;
while (count < 3) {
    sum = sum + 2;
    count = count + 1;
}
```

Count < 3	count	sum
T	0	1

Tracing Loops

```
int sum = 1;
int count = 0;
while (count < 3) {
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    count = count + 1;
}
```

Count < 3	count	sum
T	0	1
T	1	3

Tracing Loops

```
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Count < 3	count	sum
T	0	1
T	1	3
T	2	5

Tracing Loops

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Count < 3	count	sum
T	0	1
T	1	3
T	2	5
T	3	7

Tracing Loops

```
int sum = 1;
int count = 0;
while (count < 3) {
    sum = sum + 2;
    count = count + 1;
}
```

Count < 3	count	sum
T	0	1
T	1	3
T	2	5
T	3	7
F	3	7

Example

rewrite `calculateSum` with a loop

Example

rewrite `ArrayEq` with a loop

Exercise: Tracing loops

```
int sum = 10;  
int count = 0;  
while (count < 6) {  
    sum = sum - 1;  
    count = count + 2;  
}
```

Count < 6	count	sum

Exercise: Tracing loops

```
int sum = 10;  
int count = 0;  
while (count < 6) {  
    sum = sum - 1;  
    count = count + 2;  
}
```

Count < 6	count	sum
T	0	10
T	2	9
T	4	8
T	6	7
F		

Accumulator pattern

Idea: Repeatedly update a variable (typically in a loop)

Pattern:

1. Initialize accumulator variable
2. Loop until done
 1. Update the accumulator variable

Convenient Assignment Syntax

Convenience syntax: Assignment

Because updating variable values is so common, language such as Java provide shorthand syntax for it

- Analogy: contractions in English

AssignSyntax.java

Convenience syntax: Assignment

Because updating variable values is so common, language such as Java provide shorthand syntax for it

- Analogy: contractions in English

<code>sum = sum + 2</code>	
<code>count = count + 1</code>	
<code>count = count - 1</code>	
<code>product = product * 2</code>	
<code>divisor = divisor / 2</code>	
<code>message = message + " lol"</code>	

Convenience syntax: Assignment

Because updating variable values is so common, language such as Java provide shorthand syntax for it

- Analogy: contractions in English

<code>sum = sum + 2</code>	<code>sum += 2</code>
<code>count = count + 1</code>	
<code>count = count - 1</code>	
<code>product = product * 2</code>	
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<code>product = product * 2</code>	<code>product *= 2</code>
<code>divisor = divisor / 2</code>	<code>divisor /= 2</code>
<code>message = message + " lol"</code>	<code>message += " lol"</code>

Exercise: Write a program that computes powers of 2

Write a program, LoopPow2.java, that computes powers of twos. For example,

```
$ java LoopPow2
Enter an exponent: 0
2 to the power of 0 is 1

$ java LoopPow
Enter an exponent: 1
2 to the power of 1 is 2

$ java LoopPow
Enter an exponent: 4
2 to the power of 4 is 16
```

Exercise: Non-recursive blast off

take a number from the user, count down from that number to 0 and then print "BLAST OFF!"

Exercise: Non-recursive Factorial