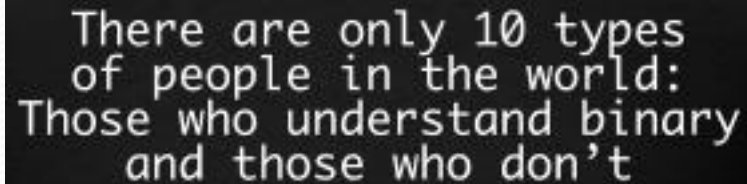


# CS 142

## Lecture 18: recursive programming



There are only 10 types  
of people in the world:  
Those who understand binary  
and those who don't

Thanks to Marty Stepp and Stuart Reges for parts of these slides.

# Exercise

- Write a recursive method `printBinary` that accepts an integer and prints that number's representation in binary (base 2).
  - Example: `printBinary(7)` prints 111
  - Example: `printBinary(12)` prints 1100
  - Example: `printBinary(42)` prints 101010

place	10	1
value	<b>4</b>	<b>2</b>

32	16	8	4	2	1
<b>1</b>	<b>0</b>	<b>1</b>	<b>0</b>	<b>1</b>	<b>0</b>

- Write the method recursively and without using any loops.

# Case analysis

- Recursion is about solving a small piece of a large problem.
  - What is 69743 in binary?
    - Do we know *anything* about its representation in binary?
  - Case analysis:
    - What is/are easy numbers to print in binary?
    - Can we express a larger number in terms of a smaller number(s)?

# printBinary solution

```
// Prints the given integer's binary representation.  
// Precondition: n >= 0  
public static void printBinary(int n) {  
    if (n < 2) {  
        // base case; same as base 10  
        System.out.println(n);  
    } else {  
        // recursive case; break number apart  
        printBinary(n / 2);  
        printBinary(n % 2);  
    }  
}
```

- Can we eliminate the precondition and deal with negatives?

# Exercise

- Write a method `crawl` accepts a `File` parameter and prints information about that file.
  - If the `File` object represents a normal file, just print its name.
  - If the `File` object represents a directory, print its name and information about every file/directory inside it, indented.

```
cse143
  handouts
    syllabus.doc
    lecture_schedule.xls
  homework
    1-tiles
      TileMain.java
      TileManager.java
      index.html
      style.css
```

- **recursive data:** A directory can contain other directories.

# File objects

- A `File` object (from the `java.io` package) represents a file or directory on the disk.

Constructor/method	Description
<code>File(<b>String</b>)</code>	creates <code>File</code> object representing file with given name
<code>canRead()</code>	returns whether file is able to be read
<code>delete()</code>	removes file from disk
<code>exists()</code>	whether this file exists on disk
<code>getName()</code>	returns file's name
<code>isDirectory()</code>	returns whether this object represents a directory
<code>length()</code>	returns number of bytes in file
<code>listFiles()</code>	returns a <code>File[]</code> representing files in this directory
<code>renameTo(<b>File</b>)</code>	changes name of file

# Public/private pairs

- We cannot vary the indentation without an extra parameter:

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

- Often the parameters we need for our recursion do not match those the client will want to pass.

In these cases, we instead write a pair of methods:

- 1) a public, non-recursive one with parameters the client wants
- 2) a private, recursive one with the parameters we really need

# Exercise solution

```
// Prints information about this file,  
// and (if it is a directory) any files inside it.  
public static void crawl(File f) {  
    crawl(f, "");    // call private recursive helper  
}  
  
// Recursive helper to implement crawl/indent  
behavior.  
private static void crawl(File f, String indent) {  
    System.out.println(indent + f.getName());  
    if (f.isDirectory()) {  
        // recursive case; print contained files/dirs  
        File[] contents = f.listFiles();  
        for (int i = 0; i < contents.length; i++) {  
            crawl(contents[i], indent + "    ");  
        }  
    }  
}
```