

Lab 8 – Recursion
Computer Science 2334
Due by: Friday, April 15, 2011, 11:00 am

Members:

Objectives:

1. To understand the concept of recursion and how it can be used to solve complex problems in a straightforward manner.
2. To understand what a base case is and be able to develop one.
3. To demonstrate this knowledge by completing a series of exercises.

Instructions:

This lab exercise requires a laptop with an Internet connection. Once you have completed the exercises in this document, your team will submit it for grading.

Make sure you read this lab description and look at all of the source code posted on the class website for this lab exercise before you begin working.

Assignment:

Many problems in computer science require relatively complex code that is difficult to write and even more difficult to debug. However, we can solve many of these problems in elegant and simple fashion by using the concept of recursion. Direct recursion occurs when a method calls itself to accomplish some task, instead of calling another method to do that work or doing the work iteratively. Methods can use recursion indirectly by call each other in a recursive loop but for now we will just concern ourselves with direct recursive methods. In this lab, our recursion will carry out a binary search.

As you have learned in the lectures, binary search is a search algorithm that can search a sorted array for a specific value. It first looks at the value in the middle of an array and, if that is the value it seeks, it returns it (or a reference to it) and exits. If not, the binary search algorithm calls itself recursively, passing approximately half of the original array to itself in the call. If the item being searched for is greater than the evaluated midpoint, then the half of the array containing larger values is passed. If the item is less than the midpoint, the half containing smaller values is passed. This continues until one of two things happens: either a) the value is found, or b) the search gets to a point where the array to be evaluated is empty. Today, we will complete some code that will implement a binary search.

1. The last two pages of these instructions each has a small sample array drawn repeatedly down the page. Each is meant to simulate the steps of a recursive binary search. For each array, label the following:
 - a. The midpoint of the array.
 - b. The location of the smallest value in the array.
 - c. The location of the largest value in the array.

For the array labeled “Call 1,” these locations will be the initial locations of the midpoint and smallest and largest elements of the array when the binary search is first called. For the array labeled “Call 2,” these locations will be the *new* locations for the midpoint, smallest, and largest elements after the binary search has recursively called itself. For “Call 3,” these will be the locations on the next recursive call, and so forth. Note that these values most likely will change each time the method is called recursively. This is a dynamic process; you are meant to be illustrating the way these values change during execution of the method. Do not just repeat the same labels over and over down the page.

Also, your labels should clearly show either a match, or the existence of a stopping condition (aka a base case). Consider the following question (you need not answer it in writing): Does the base case change slightly depending on how many elements we have in the array? In other words, how do we set up a stopping condition that will handle both even and odd numbers of elements? (Note that it is okay if you stop before all the array copies are used.)

2. Download the `Lab8-eclipse.zip` project archive from the class website. Import the project into your Eclipse workspace using the slides from Lab 2. You will submit the modified project archive when you are finished.
3. Review the source code. Note the comments provided in the source code that give hints as to what needs to be done in the program.
4. Complete the source code by doing the following:
 - a. Add code that calculates the midpoint.
 - b. Add expressions to the `if` statements that will terminate the method and call it recursively.
 - c. Add parameters to the two recursive calls of the `recursiveBinarySearch` method
5. Test the program to make sure it works correctly. As written, this program should be able to find the positive integers between 0 and 1000. However, you should consider testing your code with other data as well.
6. Ensure that there are no warnings generated for your code. **Do not suppress warnings.** Fix your code so that warnings are not necessary.
7. Submit the **project archive** following the steps given in the **Submission Instructions** by **Friday, April 15, 11:00 am** through D2L (<http://learn.ou.edu>).
8. Turn in this lab handout (with completed answers) to your lab instructor during lab hours or by bringing it to Professor Hougen’s office by **Friday, April 15, 11:00 am** and handing it to him or sliding it under his office door if he is not there.

Carry out a binary search on the following array for the value 12.

Call 1

value	0	1	4	7	9	10	12	13	17	21	22
index	1	2	3	4	5	6	7	8	9	10	11

Call 2

value	0	1	4	7	9	10	12	13	17	21	22
index	1	2	3	4	5	6	7	8	9	10	11

Call 3

value	0	1	4	7	9	10	12	13	17	21	22
index	1	2	3	4	5	6	7	8	9	10	11

Call 4

value	0	1	4	7	9	10	12	13	17	21	22
index	1	2	3	4	5	6	7	8	9	10	11

Call 5

value	0	1	4	7	9	10	12	13	17	21	22
index	1	2	3	4	5	6	7	8	9	10	11

Call 6

value	0	1	4	7	9	10	12	13	17	21	22
index	1	2	3	4	5	6	7	8	9	10	11

Call 7

value	0	1	4	7	9	10	12	13	17	21	22
index	1	2	3	4	5	6	7	8	9	10	11

Call 8

value	0	1	4	7	9	10	12	13	17	21	22
index	1	2	3	4	5	6	7	8	9	10	11

Carry out a binary search on the following array for the value 12.

Call 1

value	0	1	4	7	9	10	12	13	17	21
index	1	2	3	4	5	6	7	8	9	10

Call 2

value	0	1	4	7	9	10	12	13	17	21
index	1	2	3	4	5	6	7	8	9	10

Call 3

value	0	1	4	7	9	10	12	13	17	21
index	1	2	3	4	5	6	7	8	9	10

Call 4

value	0	1	4	7	9	10	12	13	17	21
index	1	2	3	4	5	6	7	8	9	10

Call 5

value	0	1	4	7	9	10	12	13	17	21
index	1	2	3	4	5	6	7	8	9	10

Call 6

value	0	1	4	7	9	10	12	13	17	21
index	1	2	3	4	5	6	7	8	9	10

Call 7

value	0	1	4	7	9	10	12	13	17	21
index	1	2	3	4	5	6	7	8	9	10

Call 8

value	0	1	4	7	9	10	12	13	17	21
index	1	2	3	4	5	6	7	8	9	10