





Recursion, Continued

• How it works: When you call any function, the current "state" (values of variables) is preserved ("pushed onto a stack"), and space is reserved for the called function's local variables (including parameters). When the function returns, this space is freed up again. So if we stack up recursive calls to the same function, each has its own copy of all local variables.

Slide 4

• Simple examples — Fibonacci numbers, counting.



Slide 5

Loop Elements Initializer — something that sets initial values for variables involved in the repetition (iteration). Condition — something that determines whether repetition continues. Can be tested at the start of each iteration (*pre-test* loop) or at the end (*post-test* loop). Body — the code to repeat. Iterator — something that moves on to the next iteration.

while Loops • Probably the simplest kind of loop. You decide where to put initializer and iterator. Test happens at start of each iteration. • Example — print numbers from 1 to 10: int n = 1;/* initializer */ while (n <= 10) { /* condition */ printf("%d\n", n); /* body */ /* iterator */ n = n + 1;} • Various short ways to write n = n + 1: n += 1; n++; ++n; What do you think happens if we leave out this line?

Slide 7







