

MORE STRINGS AND RECURSION



Problem Solving with Computers-I

C++

```
#include <iostream>
using namespace std;

int main(){
    cout<<"Hola Facebook!";
    return 0;
}
```

GitHub



Lab 08: anagrams

```
bool isAnagram(string s1, string s2)
```

Diba == Adib

Rats and Mice == In cat's dream

Waitress == A stew, Sir?



Lab 08: Palindromes

```
bool isPalindrome(const string s1) //recursive  
bool isPalindrome(const char *s1) //recursive  
bool isPalindromeIterative(const char *s1) //iterative
```

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Understanding the arguments of isPalindrome

```
bool isPalindrome(const char *s1) //recursive
```

What is the data type of s1?

- A. C string
- B. String class object
- C. A constant pointer
- D. All of the above
- E. Noe of the above

Lab 08: Understanding the arguments of isPalindrome

```
bool isPalindrome(const char *s1) //recursive
```

Why don't we pass the length of the string as a second parameter?

- A. It can be inferred from s1 using the s1.length() method
- B. It can be inferred from s1 using the function strlen(s1)
- C. It is not required to determine if the string is a palindrome
- D. There is an error in the function declaration, we need to specify the length as a second parameter

Lab 08: Steps in a recursive implementation

```
bool isPalindrome(const char *s1) //recursive
```

1. What is the base case ?
2. What is the key assumption when writing the recursive step?
3. What is the recursive step?

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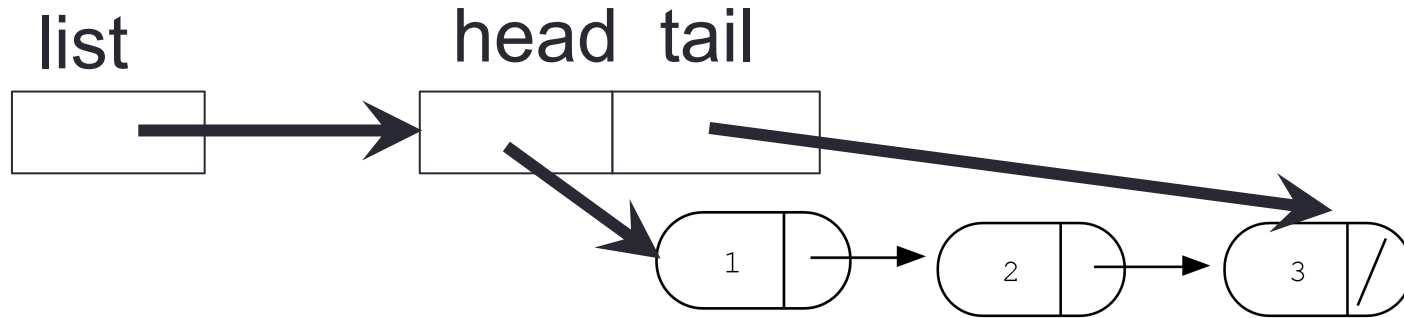
Dynamic memory allocation

- To allocate memory on the heap use the 'new' operator
- To free the memory use delete

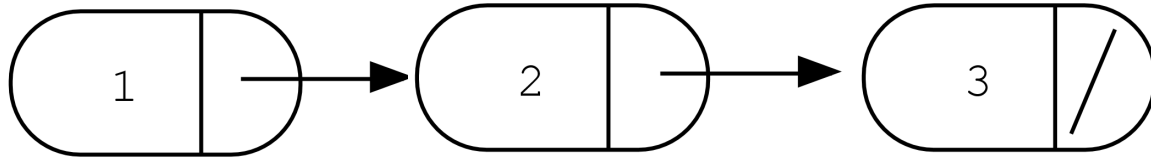
```
int *p= new int;  
delete p;
```

Delete the list

```
int freeLinkedList(LinkedList * list);
```



Recursion on lists: compute the sum of all elements



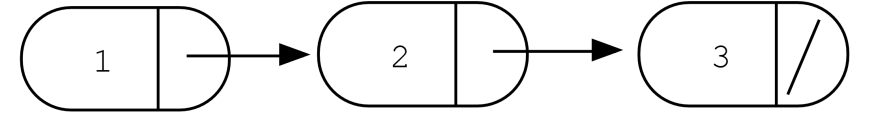
```
int sum(Node *head){  
    return head->data+sum(head);  
}
```

Which of the following is true about the given implementation?

- A. It is correct
- B. It will not return the correct sum
- C. It will result in a segfault
- D. It never ends

Recursion on lists: delete a value recursively

```
void deleteNodeRecursive(LinkedList *list, int value)
```



```
Node* deleteNodeRecursiveHelper(Node *head, int value)
```



Recall the steps towards a recursive solution