



Academic year: 2023-2024

Level: 1st year “Computer Science & Mathematics”

Module: Algorithmic and Data Structures 2

TP n°3

Pedagogic objective

→ Handle recursive procedures & functions in C;

Exercise n°1

```
#include <stdio.h>
int factorial (int);
int power(int,int);
main()
{
    int x, n;
    printf ("Enter an integer: x = "); scanf ("%d",&x );
    printf ( "Enter an integer: n = "); scanf ("%d",&n );
    printf ( "%d",factorial (n));
    printf ( "\n %d ",power( x,n ));
}
int factorial(int m)
{
    if (m==0)
    {
        return 1;
    }
    else
    {
        return (m* factorial(m-1));
    }
}
int power( int r, int k)
```

```

{
if (k==0)
{
return 1;
}
else
{
return (r*power(r,k-1));
}
}

```

Exercise n°2

```

#include <stdio.h>
int Ackermann(int,int);
main()
{
int x, y;
printf ( "Enter an integer: x = "); scanf ("%d",&x );
printf ( "Enter an integer: y = "); scanf ("%d",&y );
printf ( "result %d", Ackermann( x,y ));
}
int Ackermann( int M,int N) {
if( M == 0)
return N+1;
else
if(N==0 && M>0)
return (Ackermann(M-1,1));
else
return (Ackermann(M-1, (Ackermann(M, N-1))));
}

```

Exercise n°3

```

#include <stdio.h>
int Fibonacci (int);
main()
{
int x;
printf ( "Enter an integer: x = ");
scanf("%d",&x);
printf("result %d", Fibonacci(x));
}
int Fibonacci ( int N) {
if( N == 0) return 0; else {

```

```
if( N == 1) return 1;
else return ( Fibonacci (N-1)+ Fibonacci (N-2));
}
}
```