

Script generated by TTT

Title: Lehmann: Uebung_Einf_HF (29.06.2012)

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Pages: 95

3 Classes, Objects, Inheritance

Access Modifiers & Packages

- **Access modifiers:**
 - **public:** Can be accessed / invoked by anybody
 - **private:** Can only be accessed / invoked from within same class
 - **protected:** Can only be accessed / invoked from within same class and its subclasses
 - **<no modifier>:** Can be accessed / invoked from within same **package**

	Class	Package	Subclasses	World
public	✓	✓	✓	✓
protected	✓	✓	✓	
no modifier	✓	✓		
private	✓			

Classes, Objects, Inheritance

Access Modifiers & Packages

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 - **<no modifier>:** Can be accessed / invoked from within same **package**

	Class	Package	Subclasses	World
public	✓	✓	✓	✓
protected	✓	✓	✓	
no modifier	✓	✓		
private	✓			

Classes, Objects, Inheritance

Access Modifiers & Packages

- **Access modifiers:**
 - **public:** Can be accessed / invoked by anybody
 - **private:** Can only be accessed / invoked from within same class
 - **protected:** Can only be accessed / invoked from within same class and its subclasses
 - **<no modifier>:** Can be accessed / invoked from within same **package**

- **Packages:**
 - Encapsulate a set of classes and interfaces
 - Hierarchical organization
 - Declaration: `package myfirstpackage;`
 - Examples: `java.math, de.tum.wzw`

- Designated class-method `main` with fixed signature

```
public static void main(String[] args)
```

is called once at program start

- "Computer has to know where to start":

```
class BicycleDemo {  
    public static void main(String[] args) {  
        // Create two different Bicycle objects  
        Bicycle bike1 = new Bicycle();  
        Bicycle bike2 = new Bicycle();  
  
        // Invoke methods on those objects  
        bike1.changeCadence(50);  
        bike1.speedUp(10);  
        bike1.changeGear(2);  
    }  
}
```

see: [JTutorial]

Overloading

- **Overloading:** Methods with **same name** but **different parameters** (types)

```
class OverloadingDemoClass {  
    public int doSomething() {  
        return 1 + 1;  
    }  
  
    public int doSomething(int param) {  
        return param + 2;  
    }  
}  
  
public static void main(String[] args) {  
    OverloadingDemoClass odc = new OverloadingDemoClass();  
    int result1 = odc.doSomething();  
    int result2 = odc.doSomething(33);  
}
```

- Method **signature** comprised of **name** and **parameter types**

Overriding, Hiding

- **Overriding methods**
 - Why?
Let **subclasses** provide a **more specialized version** of an **instance-method**
 - How?
Subclass defines an instance-method with **same signature** (**name plus number and types of parameters**) as defined by super-class

Overriding, Hiding

- **Overriding methods**
 - Let subclasses provide a more specialized version of an instance-method
 - Subclass defines an instance-method with same signature (**name plus number and types of parameters**) as defined by superclass

```
class Bicycle {  
    public void speedUp(int increment) {  
        speed = speed + increment;  
        System.out.println("superclass instance-method");  
    }  
}  
  
class MountainBike extends Bicycle {  
    public void speedUp(int increment) {  
        speed = speed + 2 * increment;  
        System.out.println("subclass instance-method");  
    }  
}  
  
MountainBike mountainBike = new MountainBike();  
mountainBike.speedUp(10);
```

⇒ output will be: **subclass instance-method**

Overriding, Hiding

- **Hiding methods**
 - Why?
 - Let **subclasses** provide a **more specialized version** of a **class-method**
 - How?
 - Subclass** defines a class-method with **same signature** (**name plus number and types of parameters**) as defined by superclass

Overriding, Hiding

- **Hiding methods**
 - Let subclasses provide a more specialized version of a class-method
 - Subclass defines a class-method with same signature (**name plus number and types of parameters**) as defined by superclass

```
class Bicycle {
    public static void myClassMethod(int someInt) {
        System.out.println("superclass class-method");
    }
    public void myInstanceMethod(int someInt) {
        System.out.println("superclass instance-method");
    }
}

class MountainBike extends Bicycle {
    public static void myClassMethod(int someInt) {
        System.out.println("subclass class-method");
    }
    public void myInstanceMethod(int someInt) {
        System.out.println("subclass instance-method");
    }
}

Bicycle.myClassMethod(10); // "superclass class-method"
MountainBike.myClassMethod(10); // "subclass class-method"
```

Polymorphism

- **Polymorphism**: subclass objects may be assigned to superclass variables

```
MountainBike mountainBike = new MountainBike();
Bicycle bicycle = mountainBike;
```

→ **Essential feature** of object oriented software

- Only methods and fields defined by the the superclass "portion" of the object may be accessed; and the **overridden ("right") methods are called**

```
Bicycle bike = new MountainBike();
bike.gear = 3; // Ok, gear defined in class Bicycle

bike.speedUp(10); // Overridden method in subclass MountainBike is used

bike.seatHeight = 20; // ERROR! seatHeight is not a field in class Bicycle
```

Overriding, Hiding

- **Hiding methods**
 - Let subclasses provide a more specialized version of a class-method
 - Subclass defines a class-method with same signature (**name plus number and types of parameters**) as defined by superclass

```
class Bicycle {
    public static void myClassMethod(int someInt) {
        System.out.println("superclass class-method");
    }
    public void myInstanceMethod(int someInt) {
        System.out.println("superclass instance-method");
    }
}

class MountainBike extends Bicycle {
    public static void myClassMethod(int someInt) {
        System.out.println("subclass class-method");
    }
    public void myInstanceMethod(int someInt) {
        System.out.println("subclass instance-method");
    }
}

Bicycle.myClassMethod(10); // "superclass class-method"
MountainBike.myClassMethod(10); // "subclass class-method"
```

Polymorphism

- **Polymorphism:** subclass objects may be assigned to superclass variables

```
MountainBike mountainBike = new MountainBike();  
Bicycle bicycle = mountainBike;
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Bicycle bike = new MountainBike();  
bicycle.gear = 3;           // Ok, gear defined in class Bicycle  
  
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bicycle.seatHeight = 20;  // ERROR! seatHeight is not a field in class Bicycle
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Polymorphism

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MountainBike mountainBike = new MountainBike();  
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Polymorphism

- **Polymorphism:** subclass objects may be assigned to superclass variables

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MountainBike mountainBike = new MountainBike();  
Bicycle bicycle = mountainBike;
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```
Bicycle bike = new MountainBike();  
bicycle.gear = 3;           // Ok, gear defined in class Bicycle  
  
bicycle.speedUp(10);      // Overridden method in subclass MountainBike is used  
  
bicycle.seatHeight = 20;  // ERROR! seatHeight is not a field in class Bicycle
```

- **Purpose of polymorphism:**
General superclass state and behaviour may be used on all subclass objects
→ Good software design
- **Somewhat similar:**
Interfaces provide a blueprint of blueprints, and may be used as type in variable declarations.

Different classes may implement the same interface.
→ The methods which are guaranteed by the interface may be called on objects of all corresponding classes



Example with Interface

```
interface SubOrderApocrita {
    public void sting();
}

class LittleBee implements SubOrderApocrita {
    public void sting() {
        System.out.println("*pieks*");
    }
}

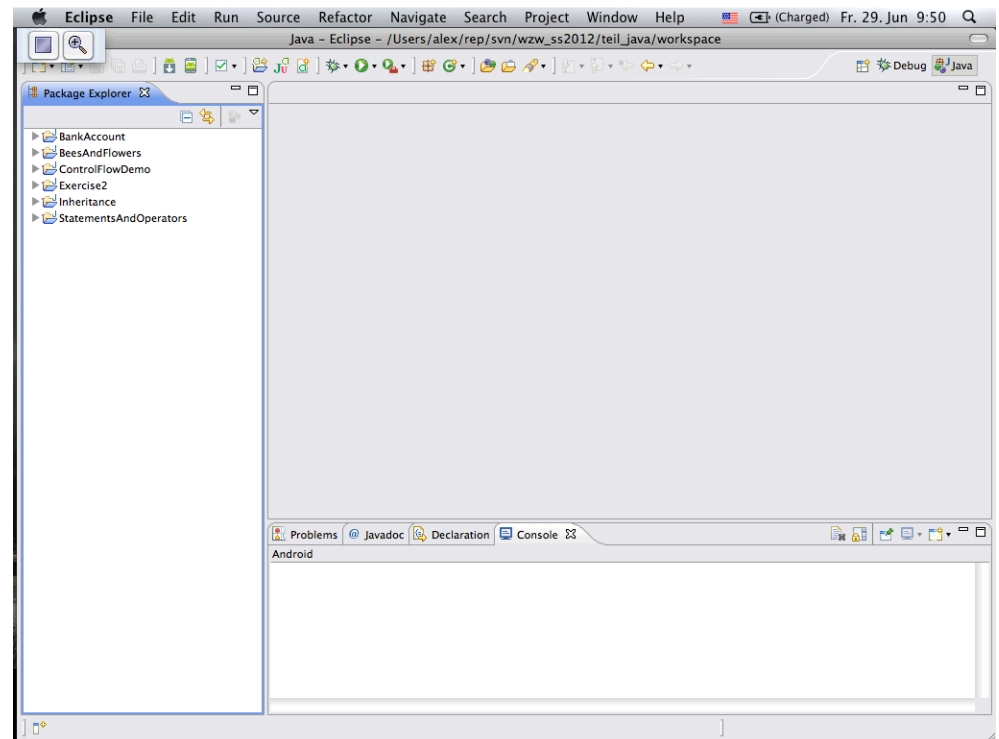
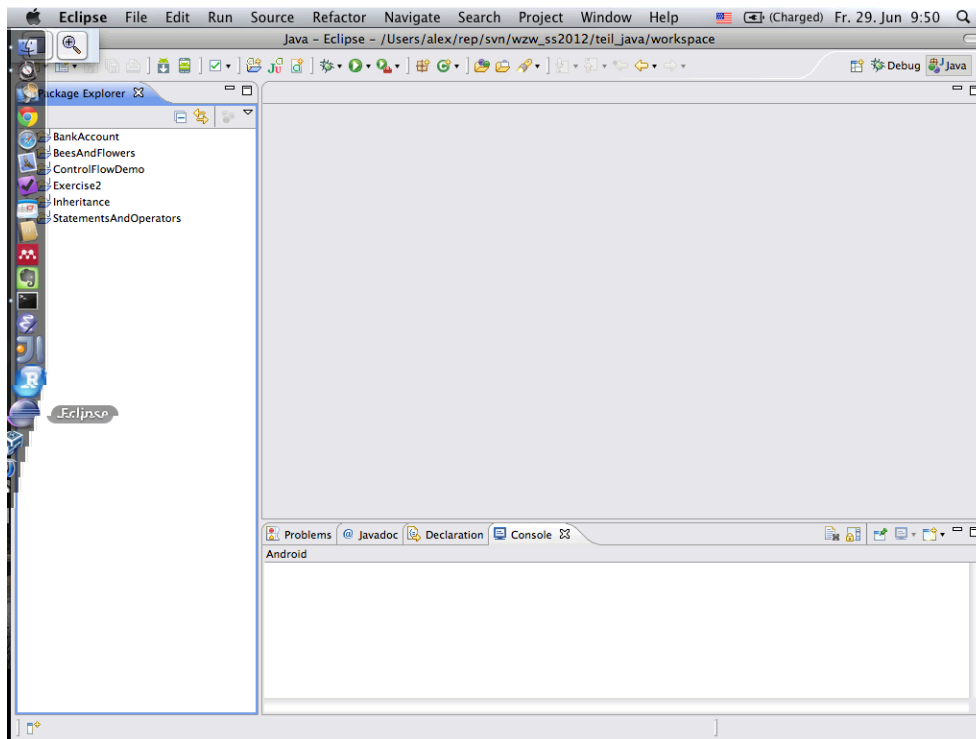
class AngryHornet implements SubOrderApocrita {
    public void sting() {
        System.out.println("**MEGAPIEKS*");
    }
}

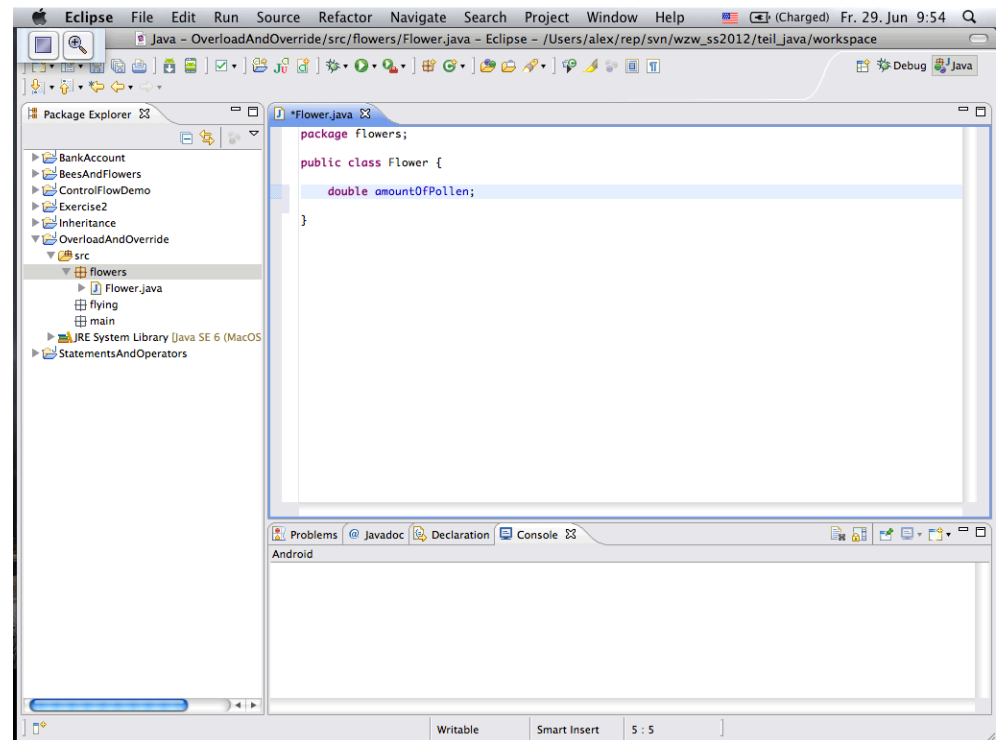
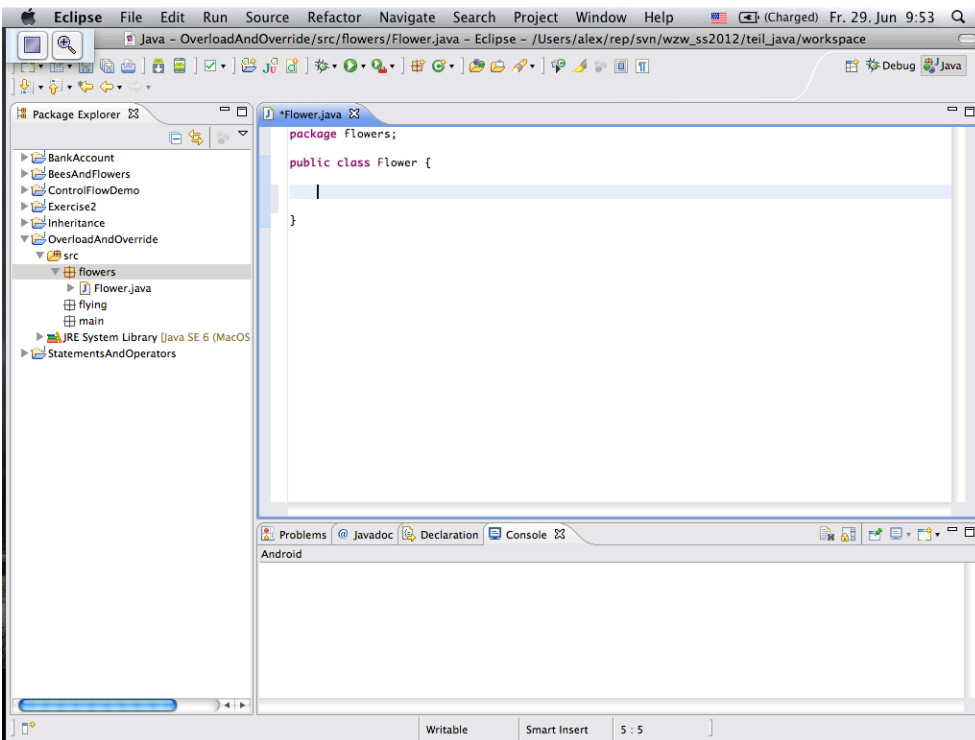
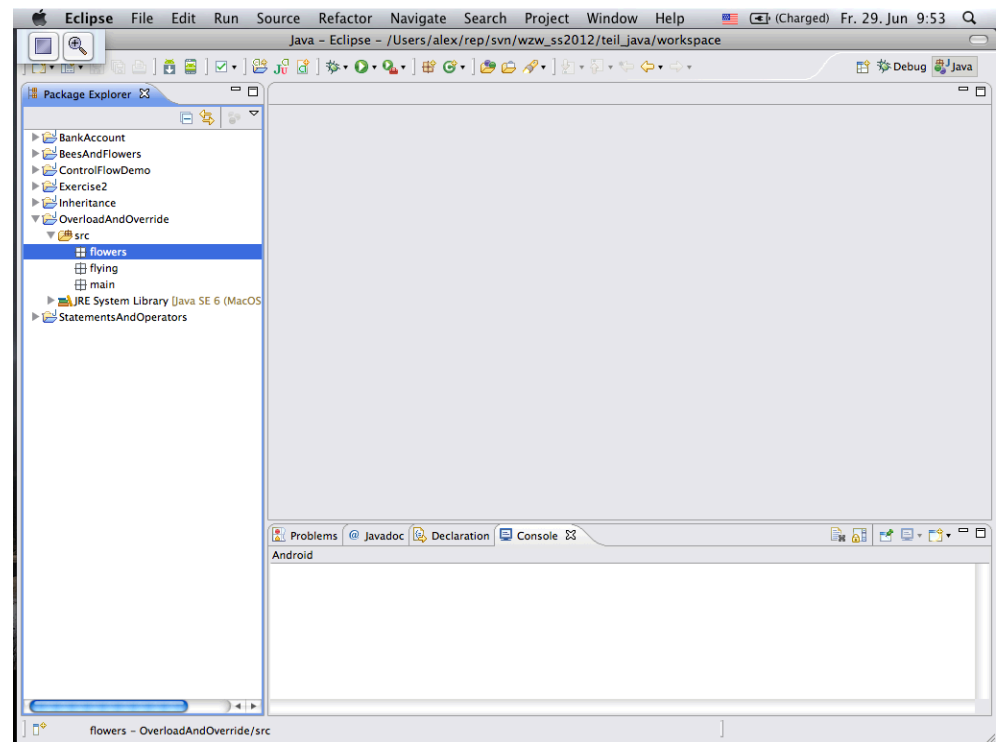
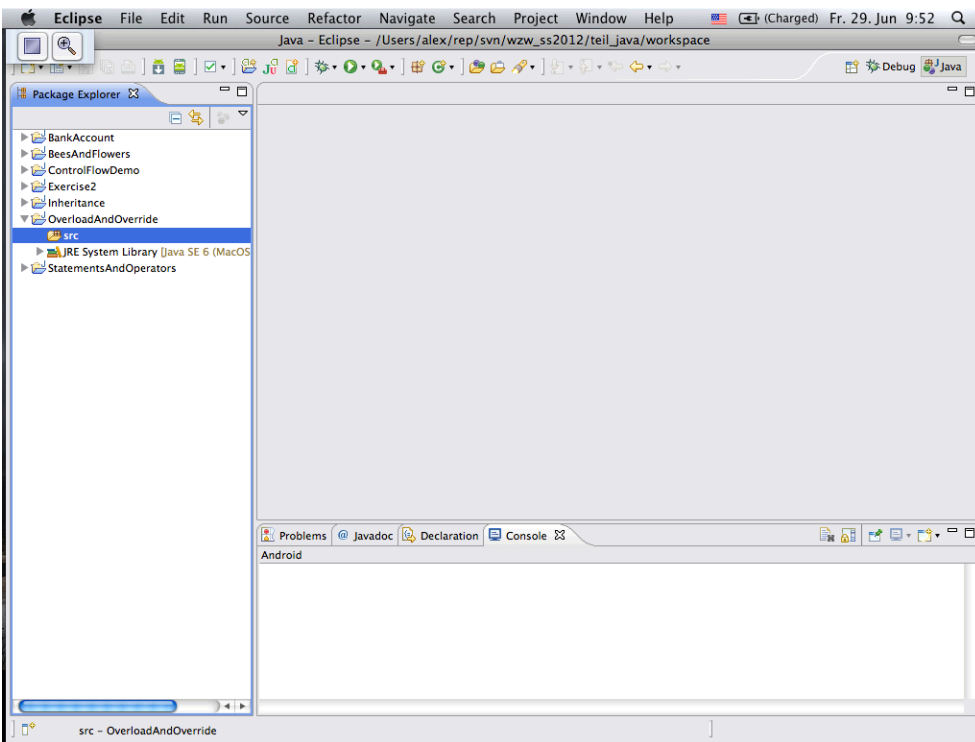
LittleBee maya = new LittleBee();
AngryHornet horst = new AngryHornet();
SuborderApocrita someStinger;
someStinger = maya;
someStinger.sting();           // *pieks*
someStinger = horst;
someStinger.sting();           // **MEGAPIEKS*
```

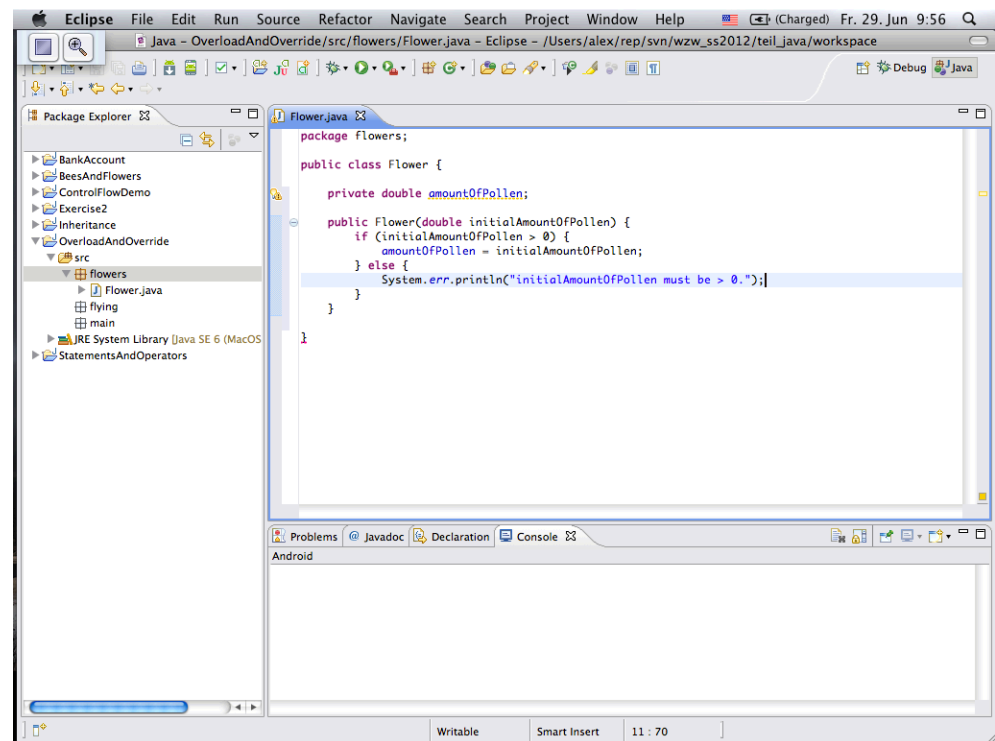
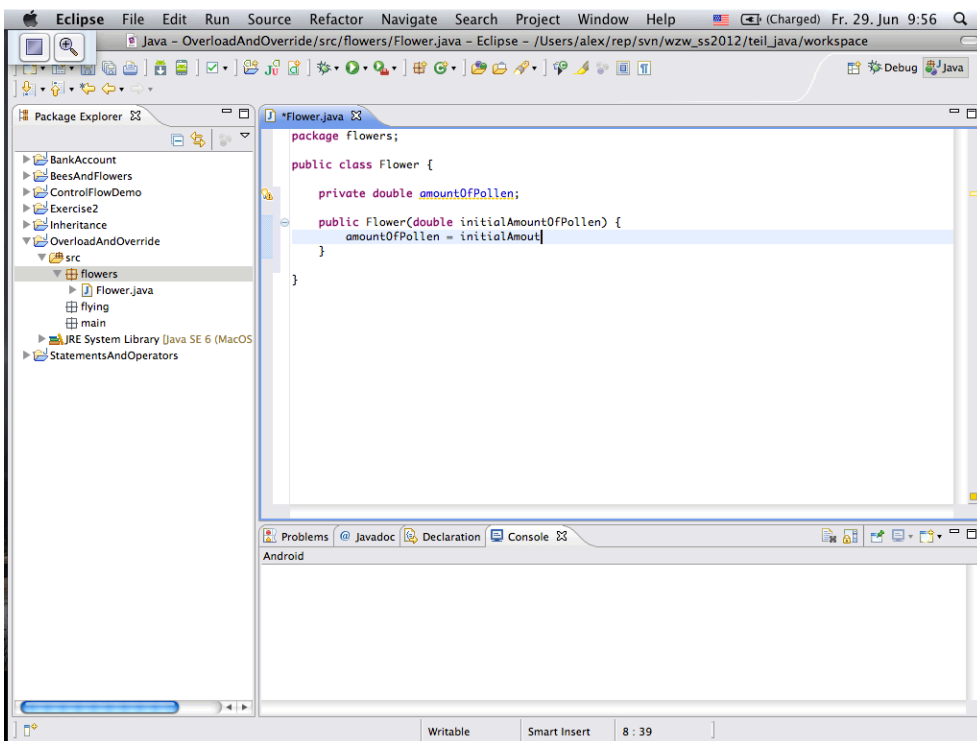
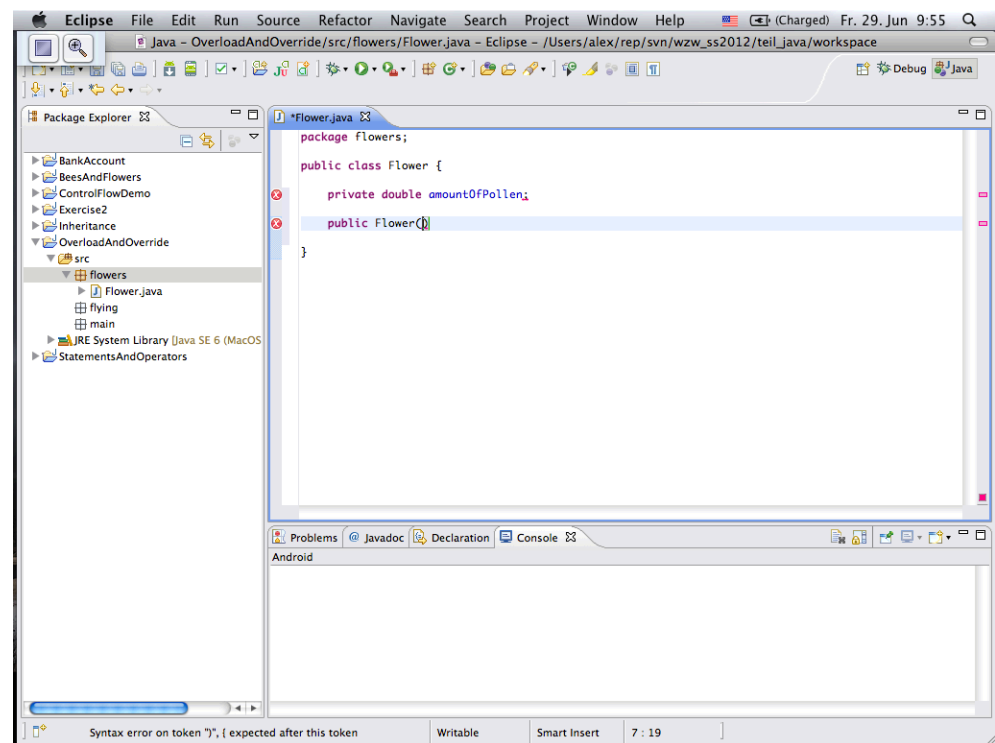
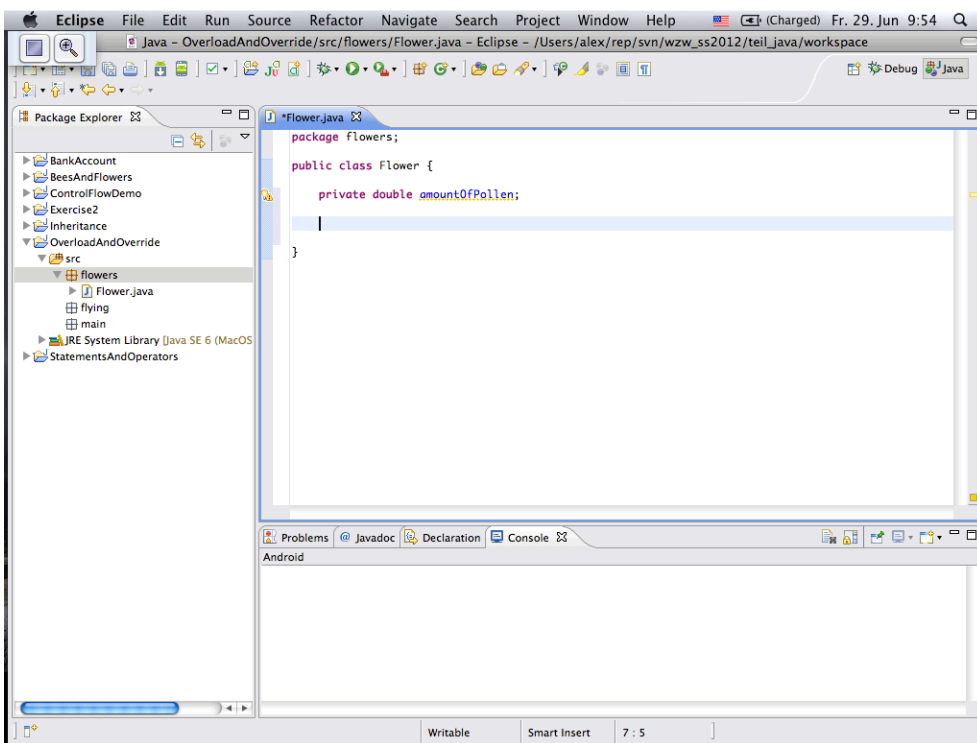
4 Recursion

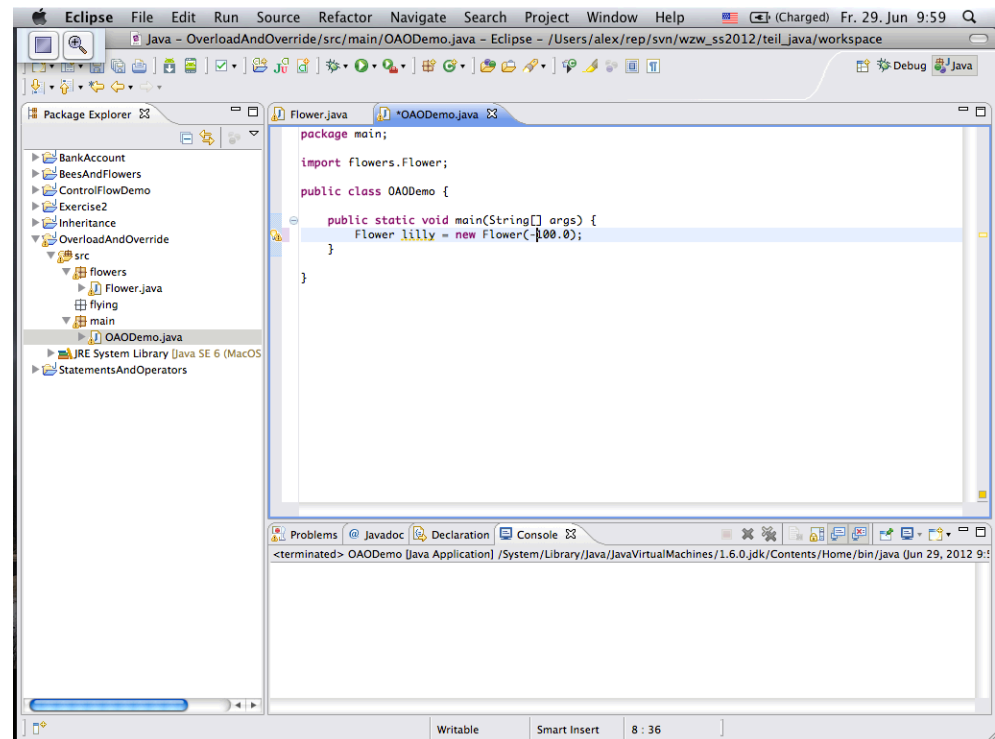
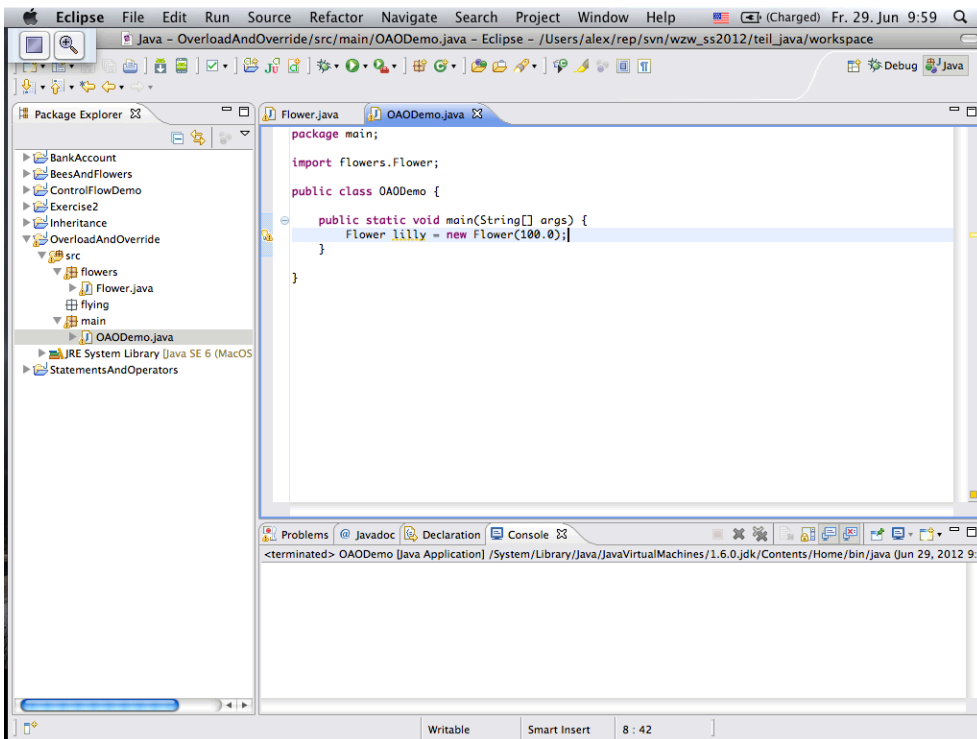
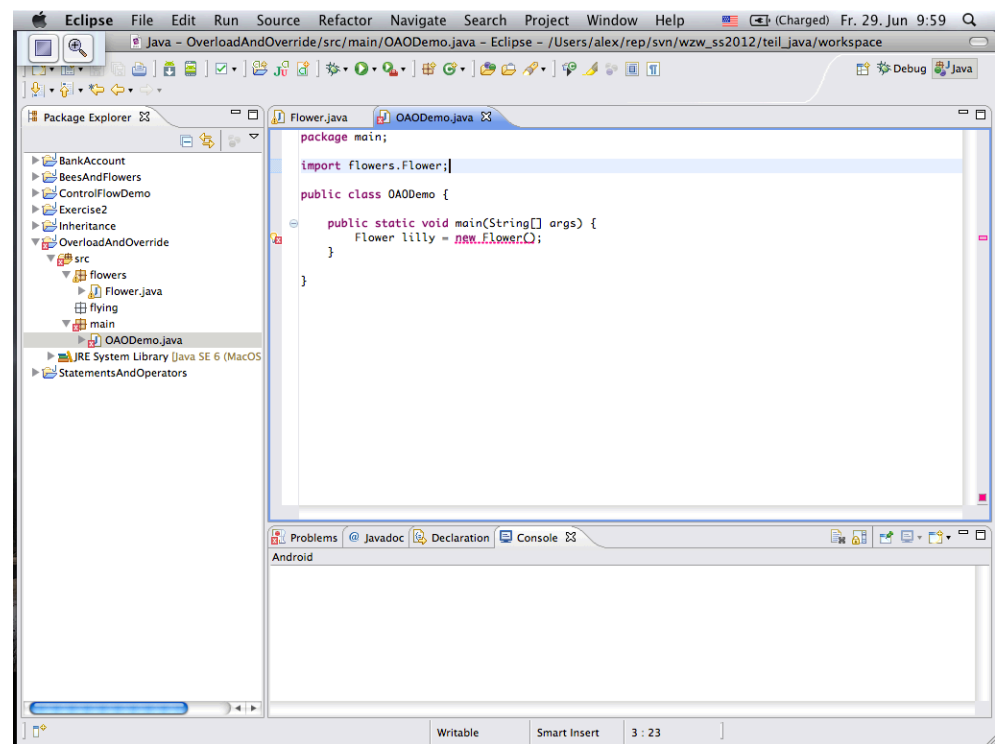
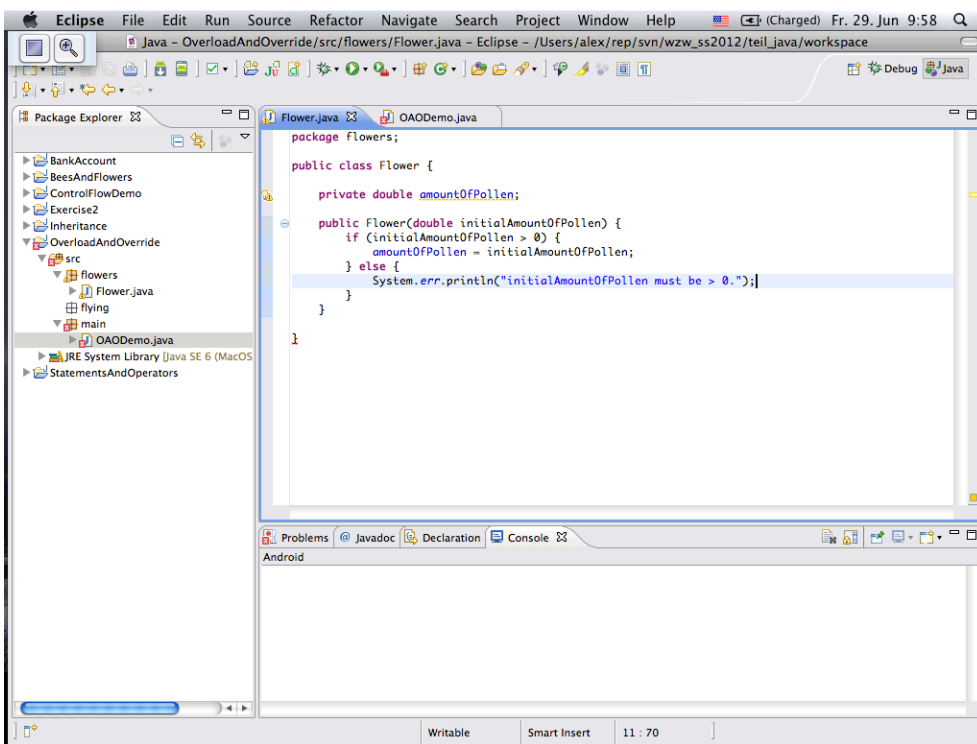
Deepening readings:

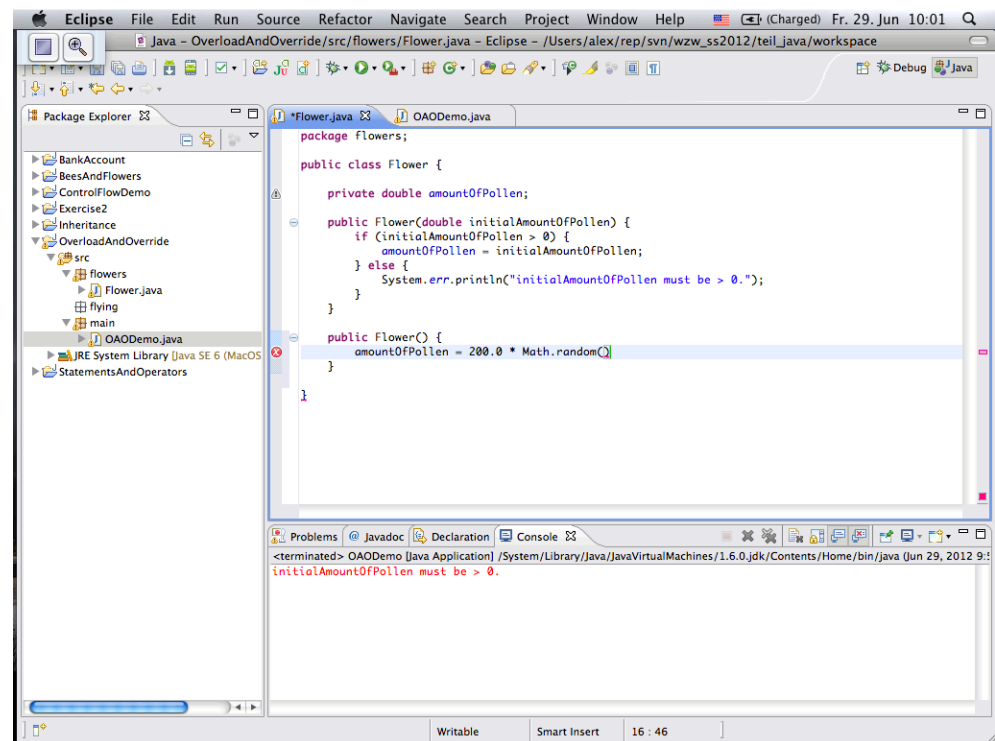
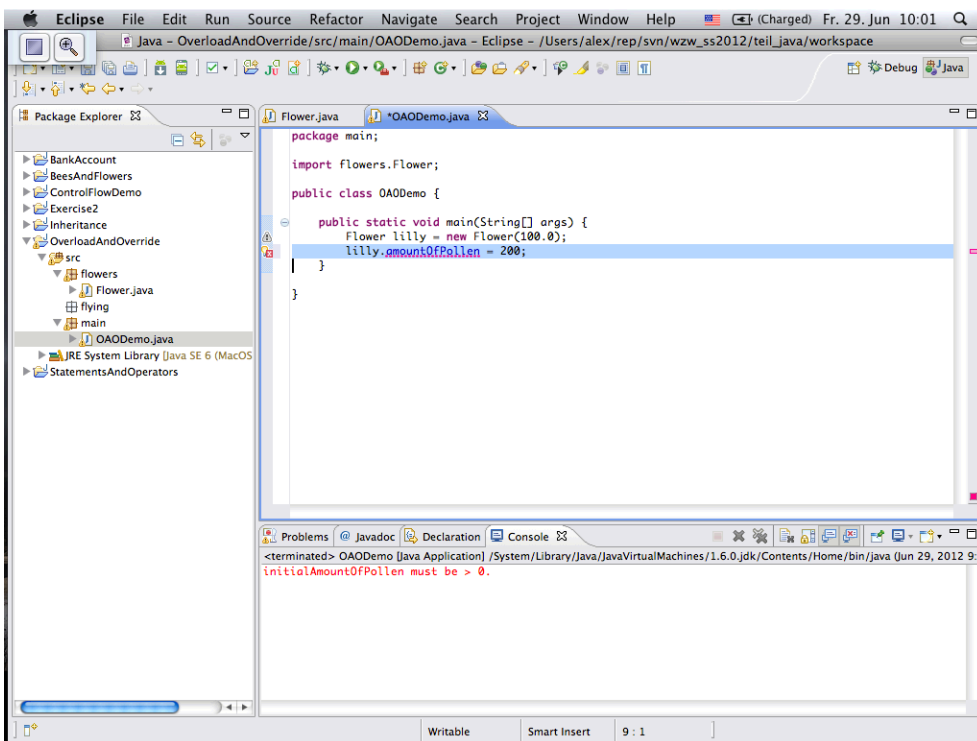
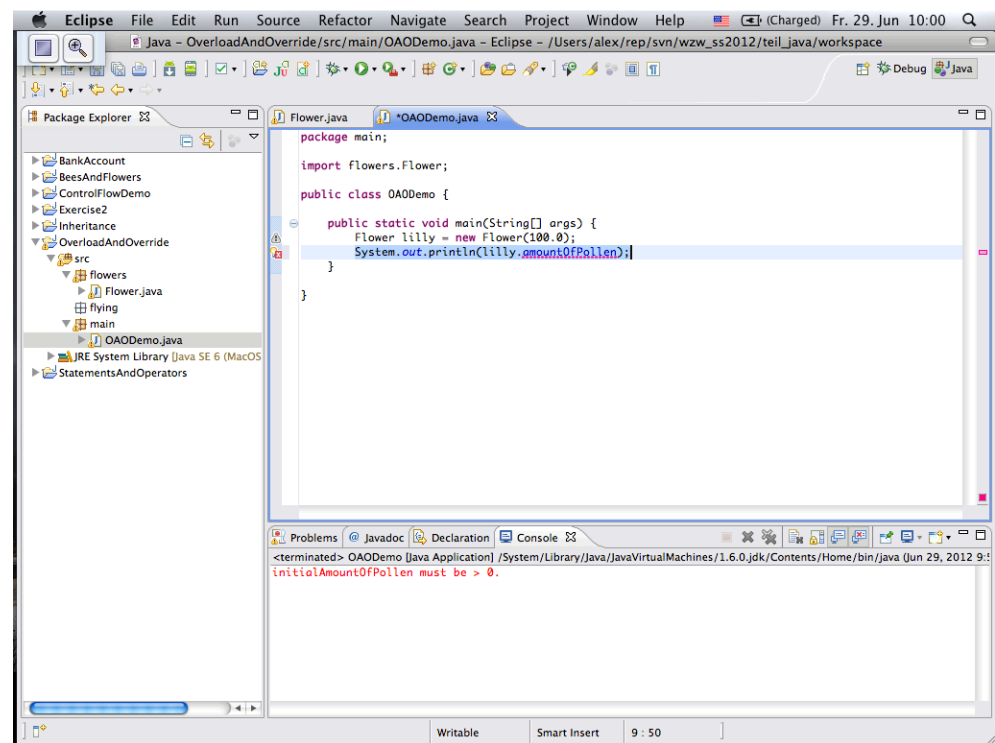
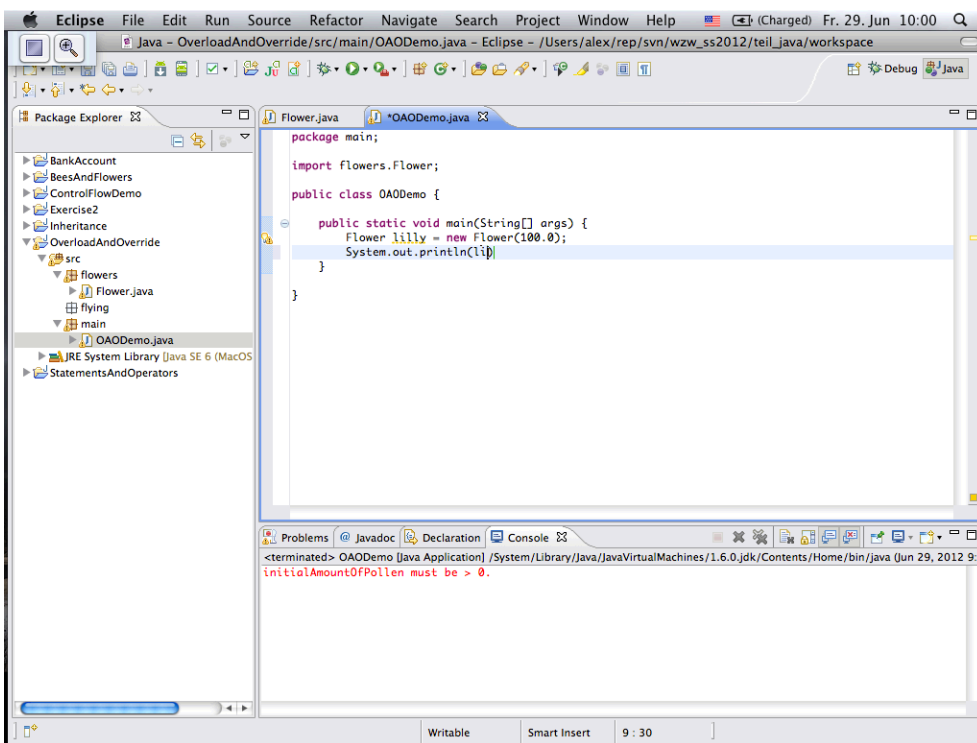
- <http://en.wikipedia.org/wiki/Recursion>
- <http://en.wikipedia.org/wiki/Factorial>
- http://en.wikipedia.org/wiki/Tower_of_Hanoi

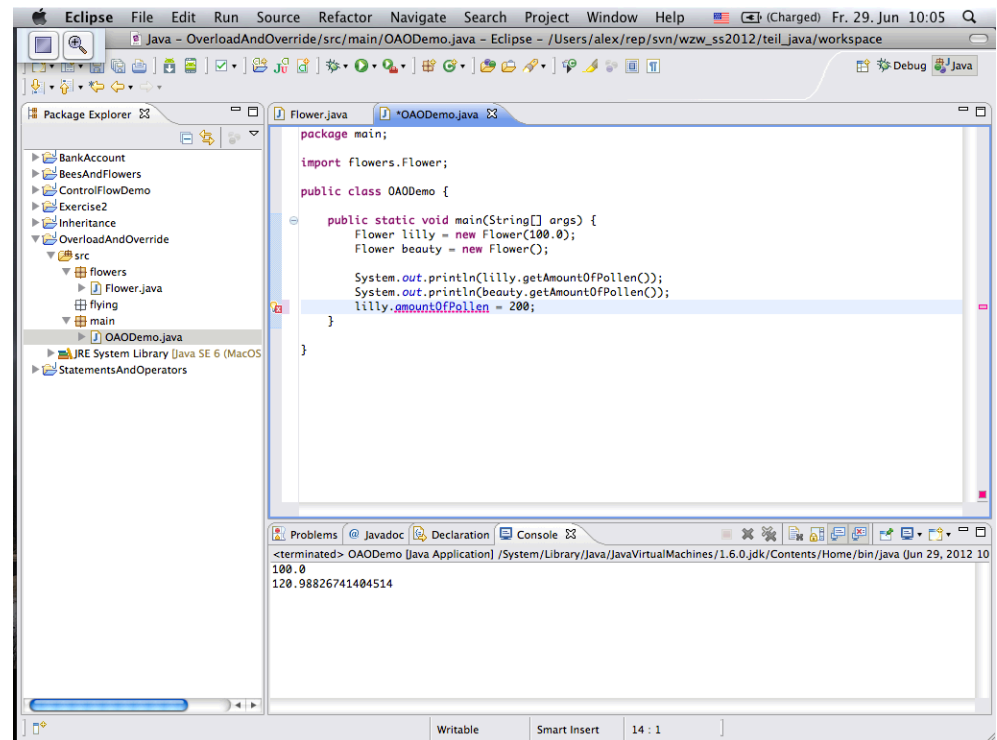
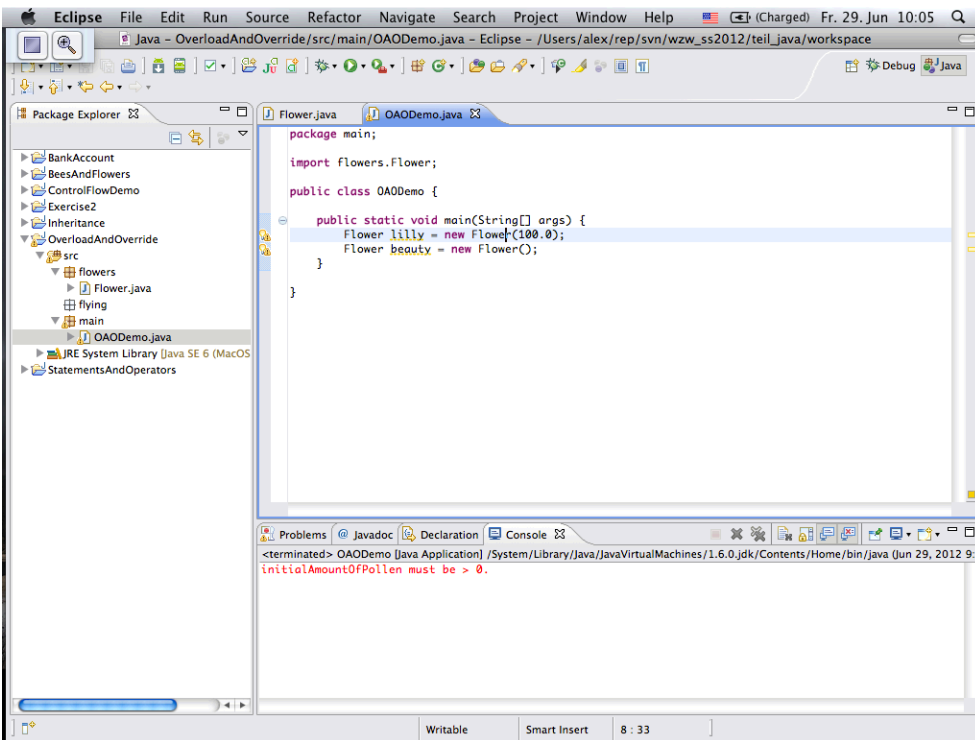
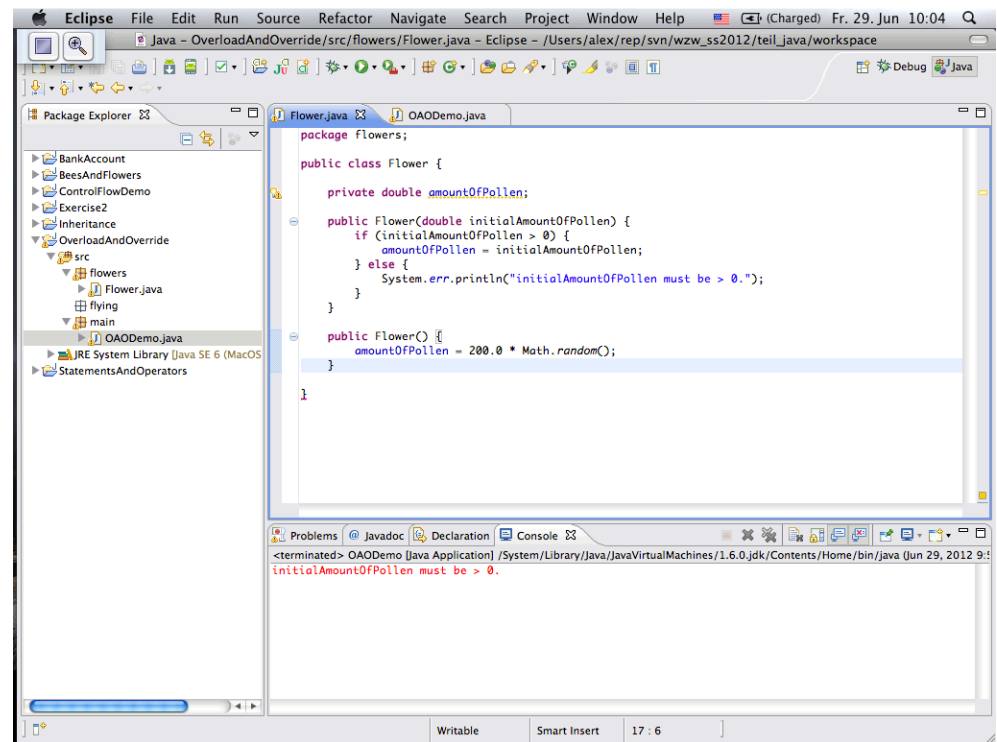
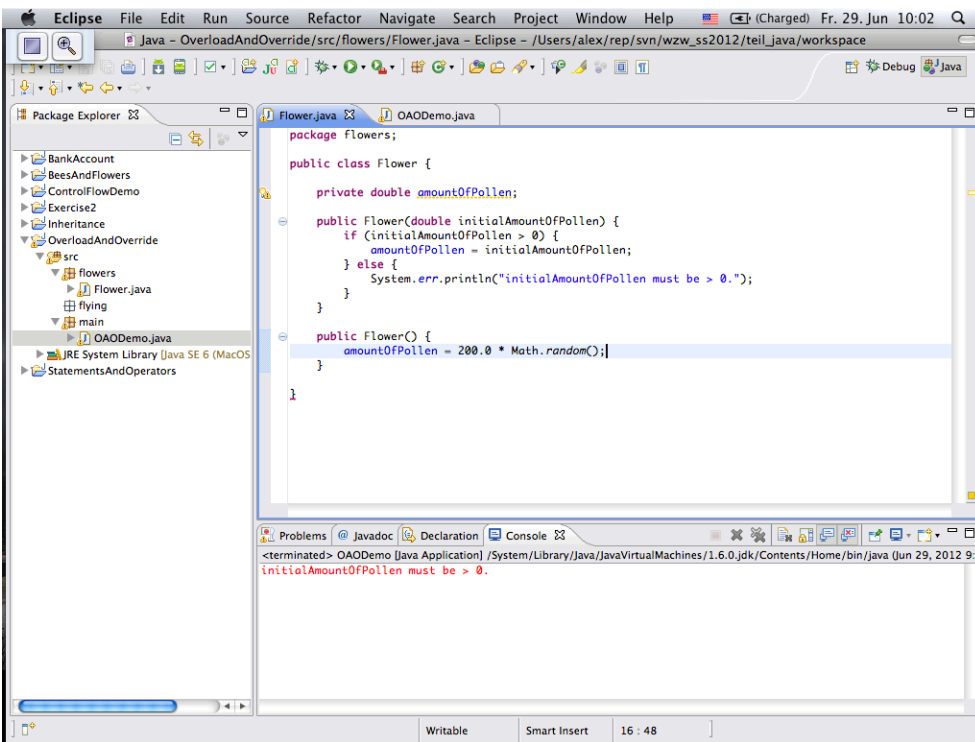


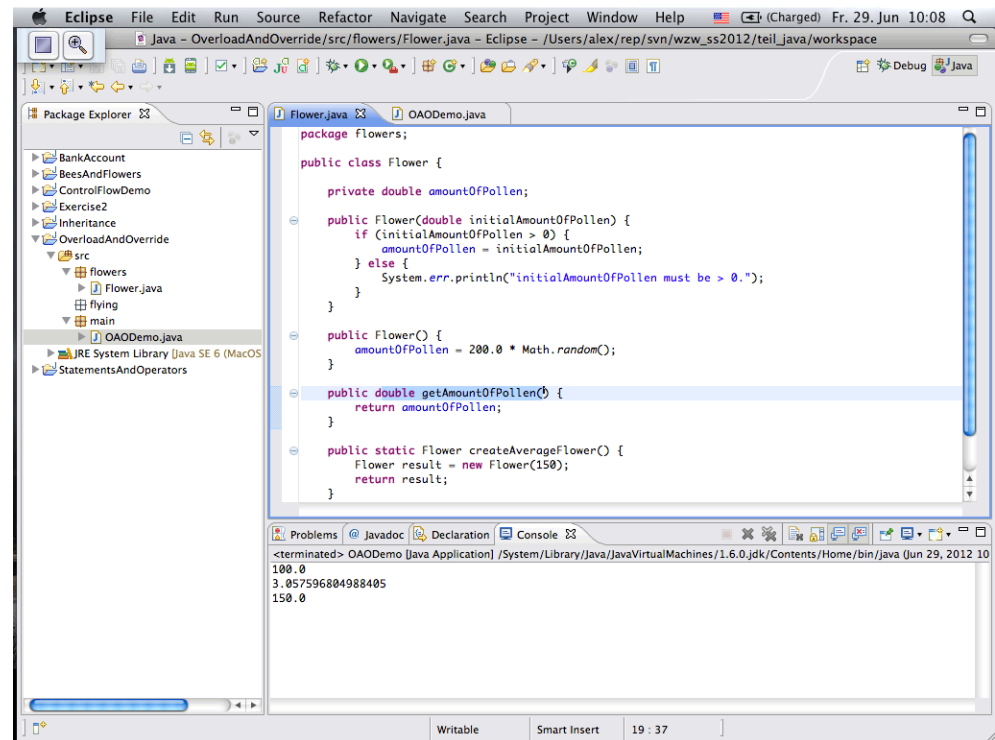
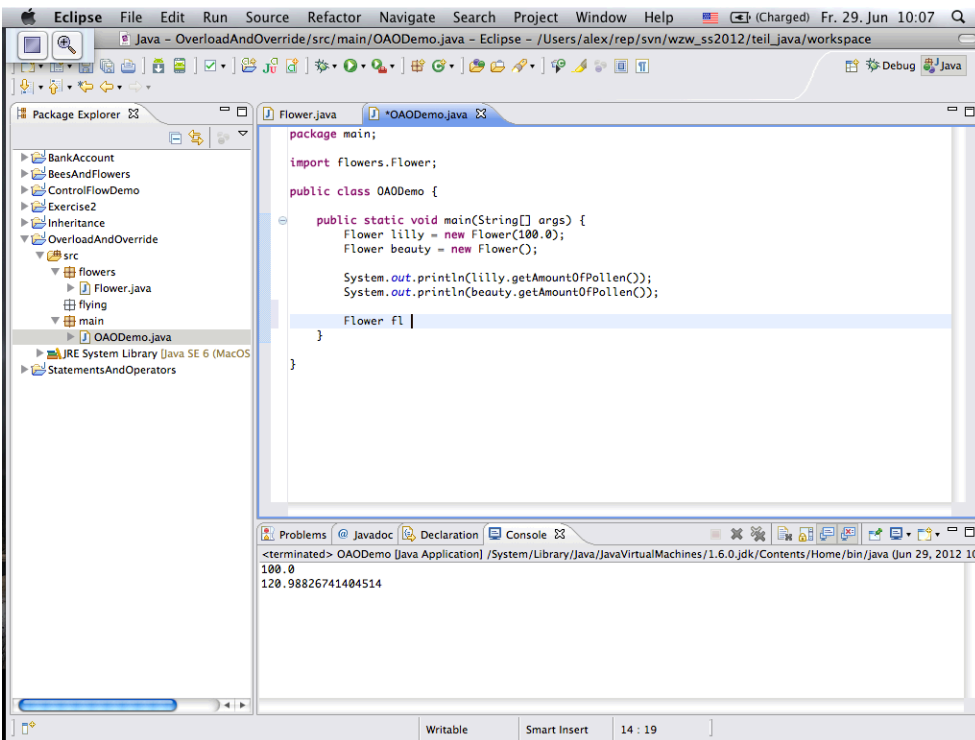
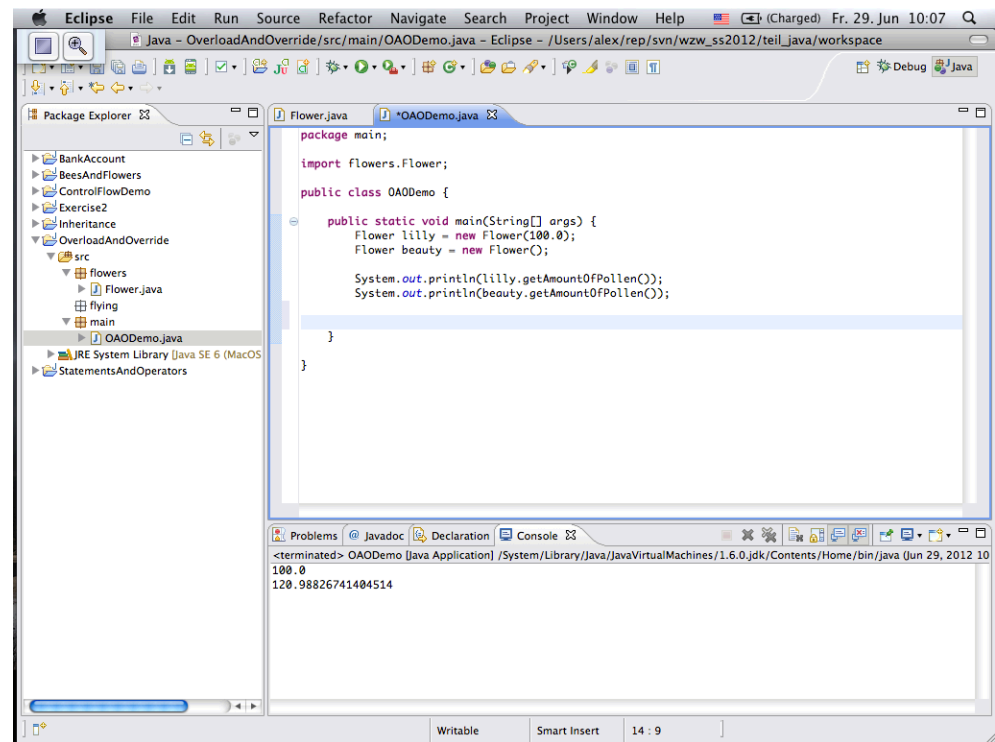
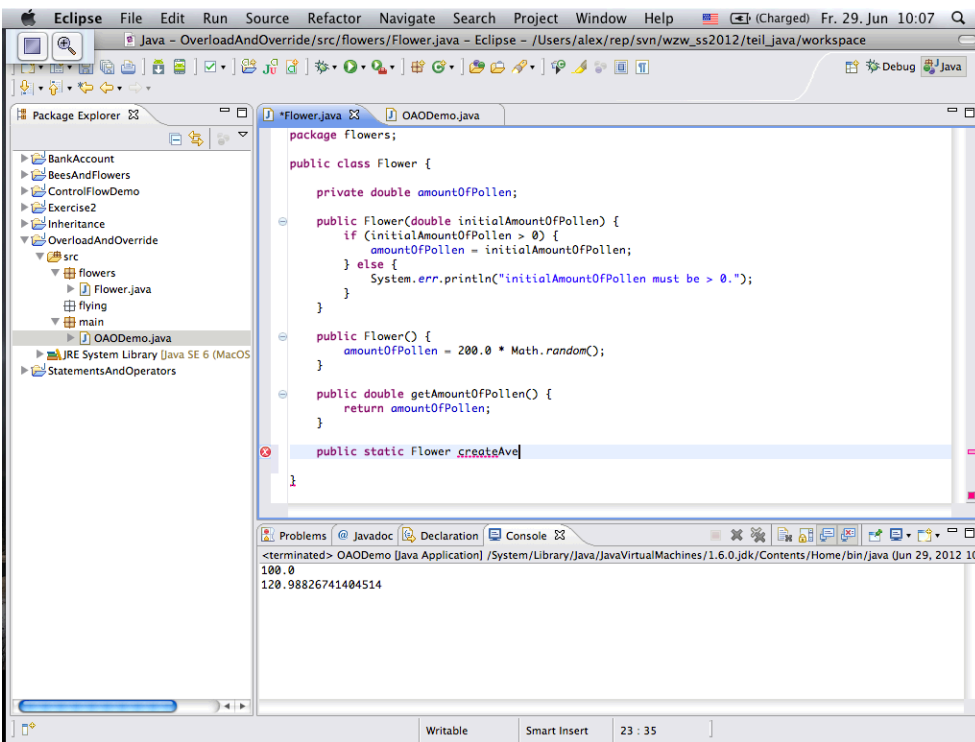


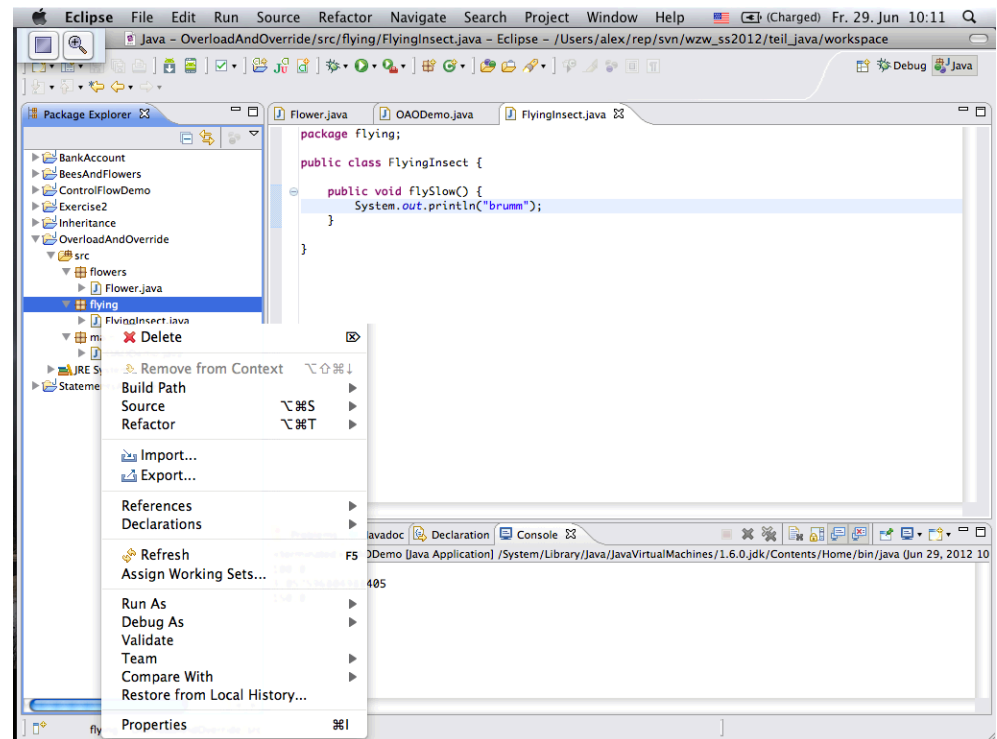
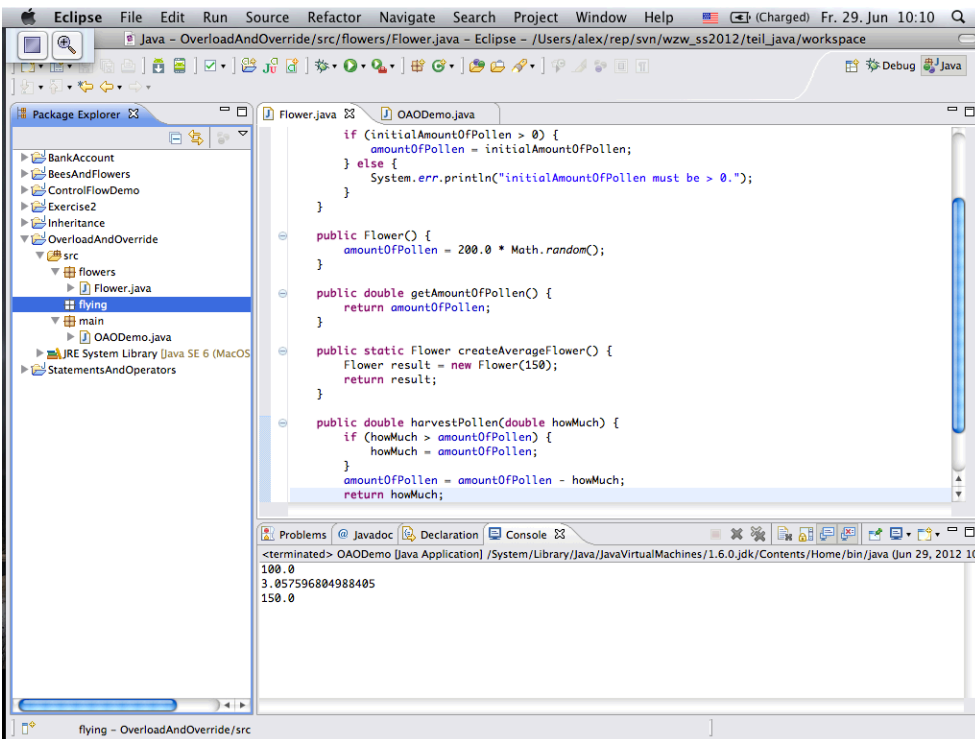
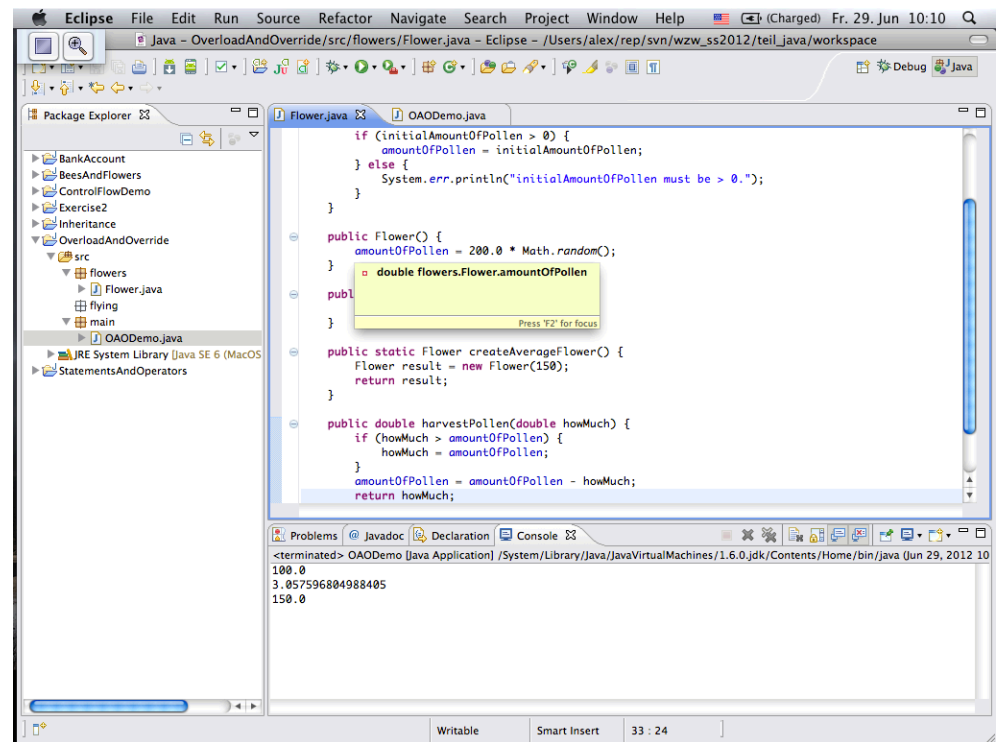
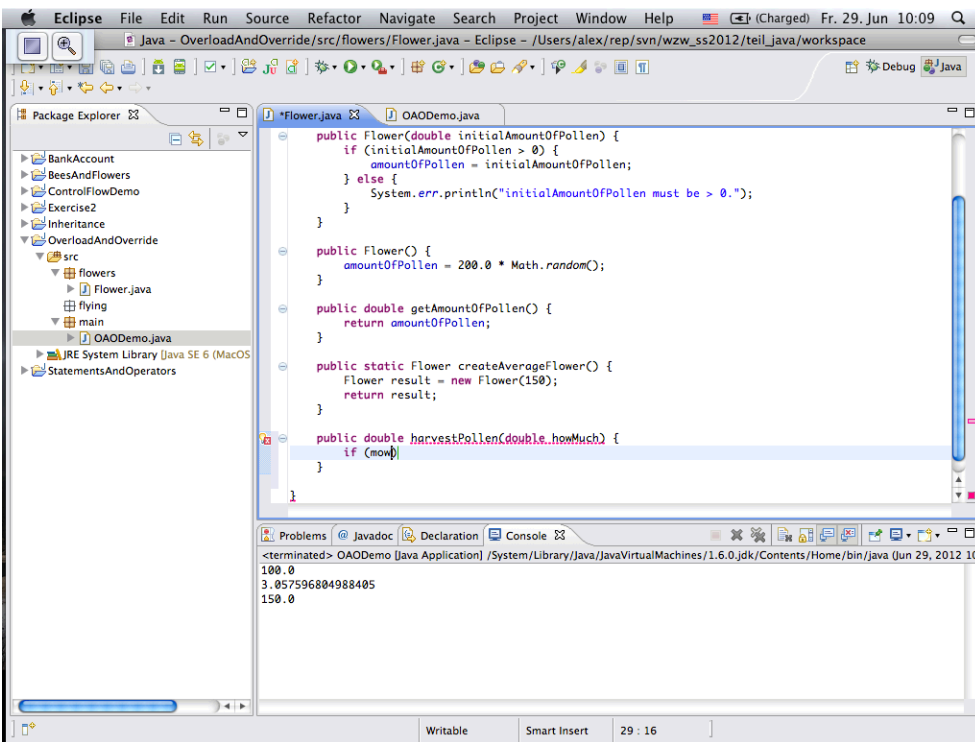


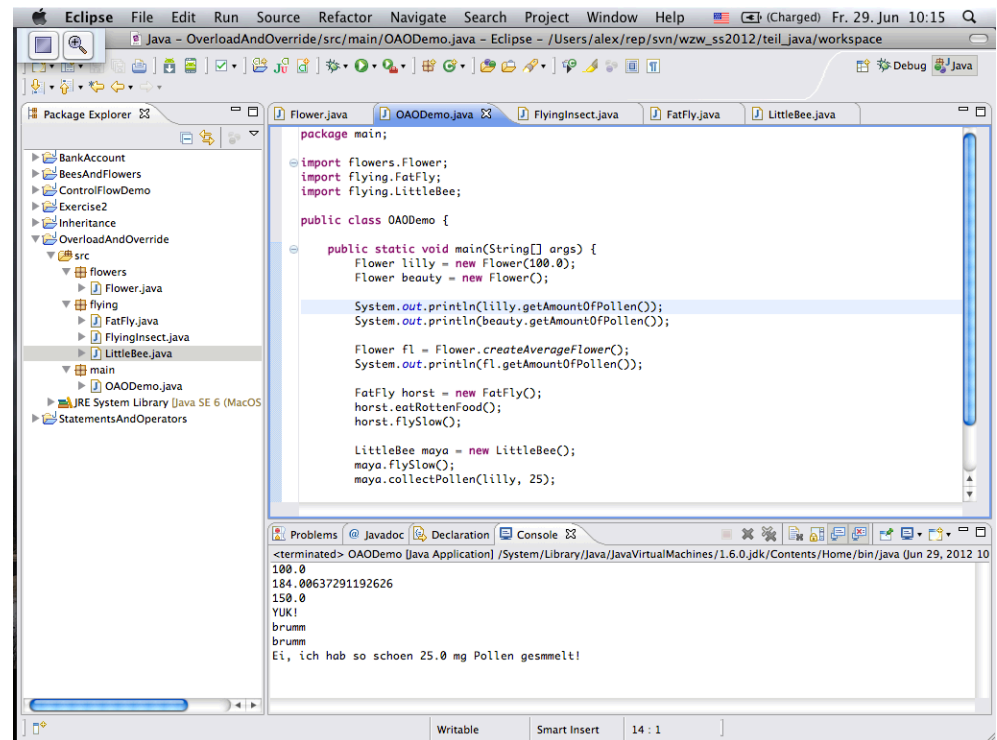
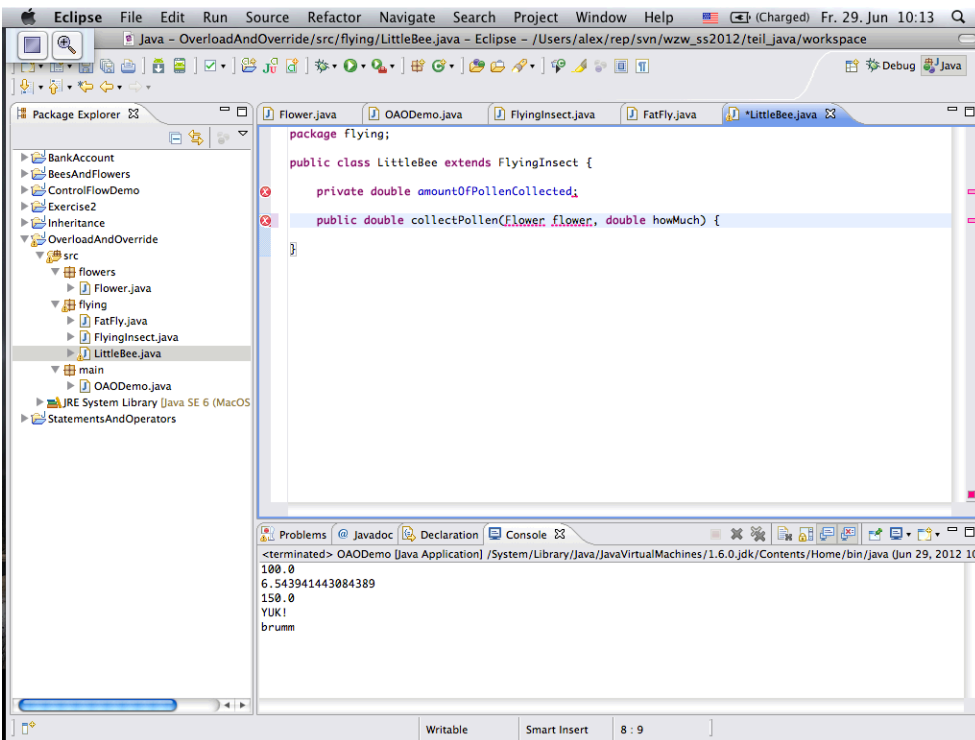
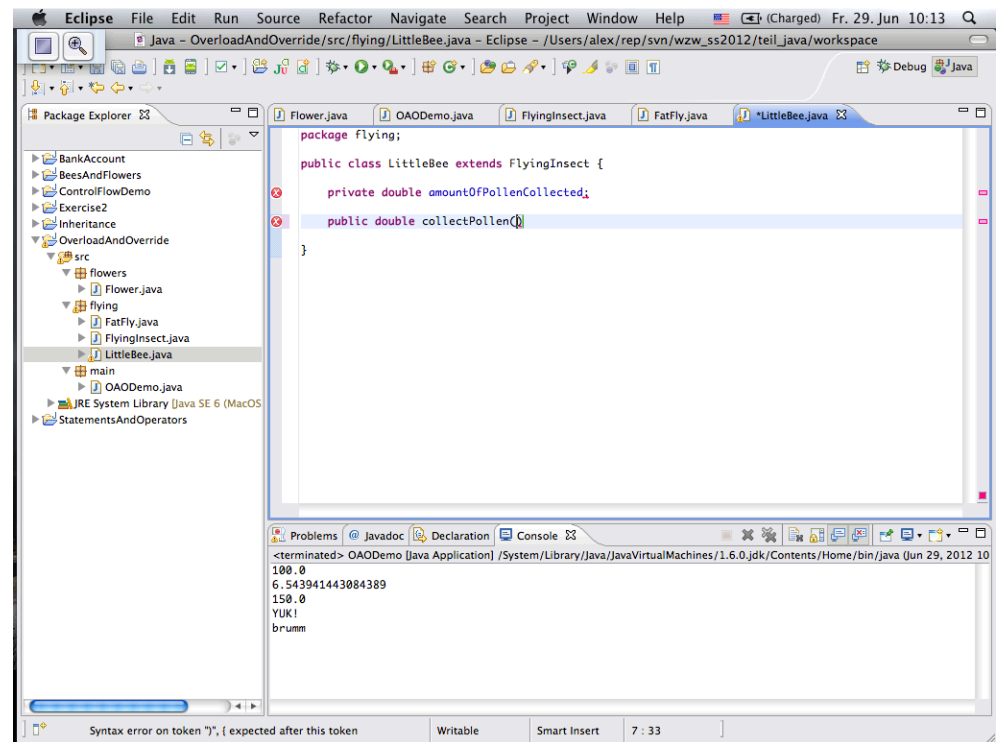
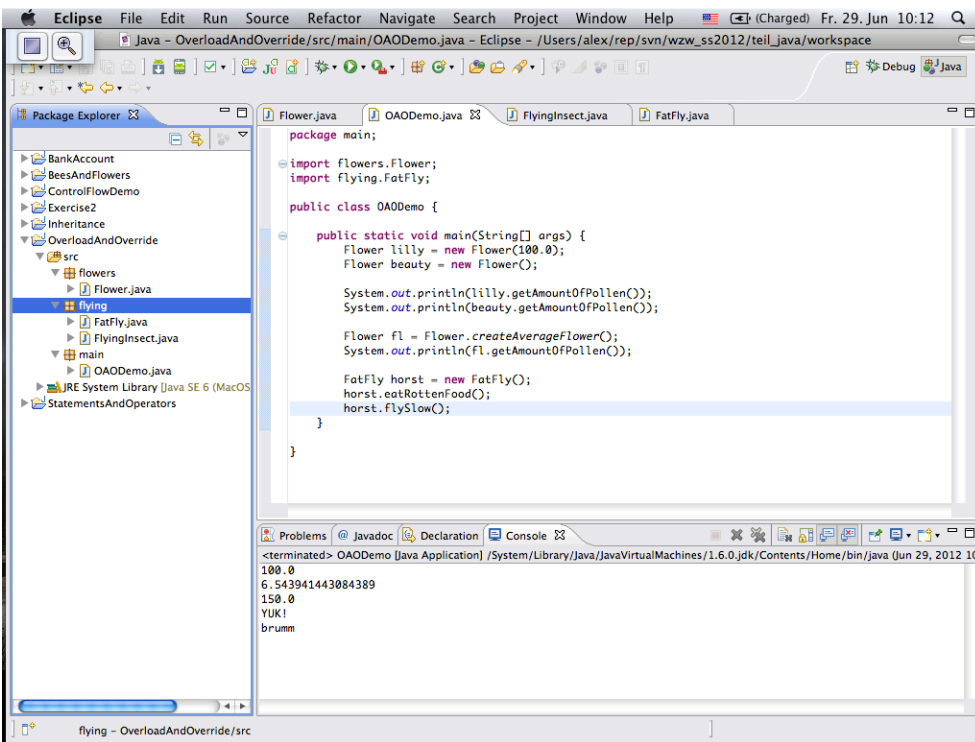


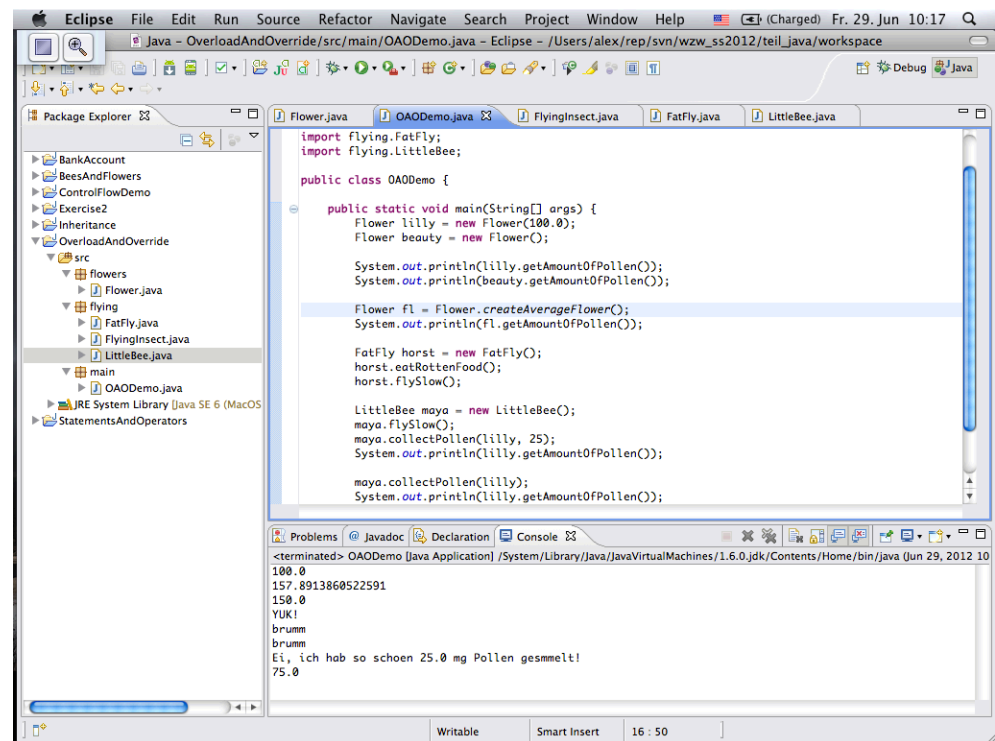
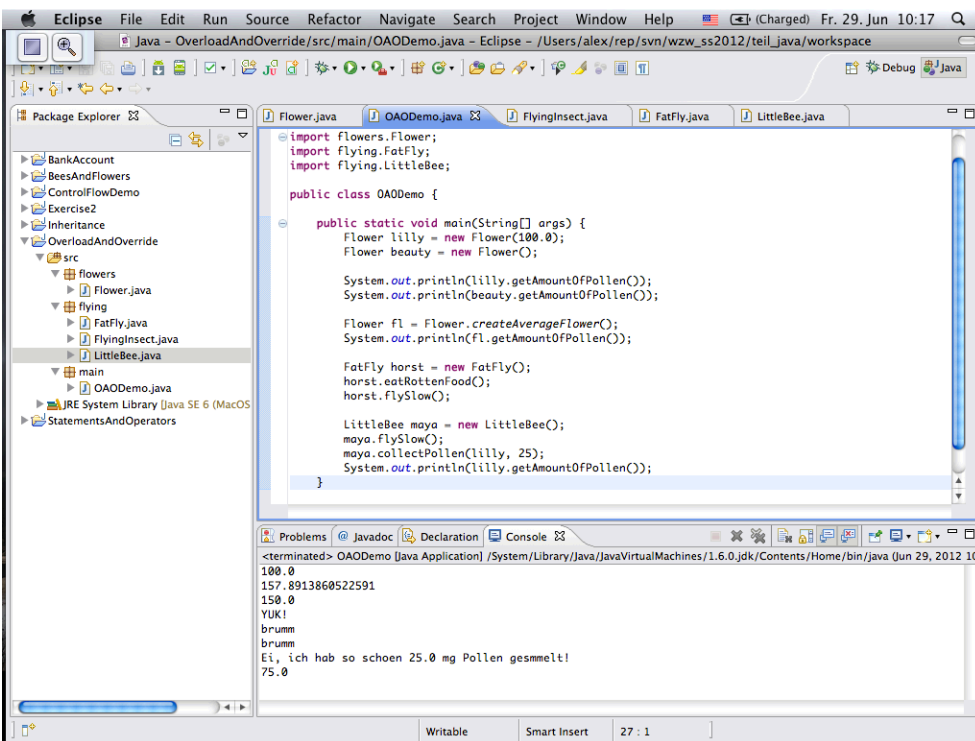
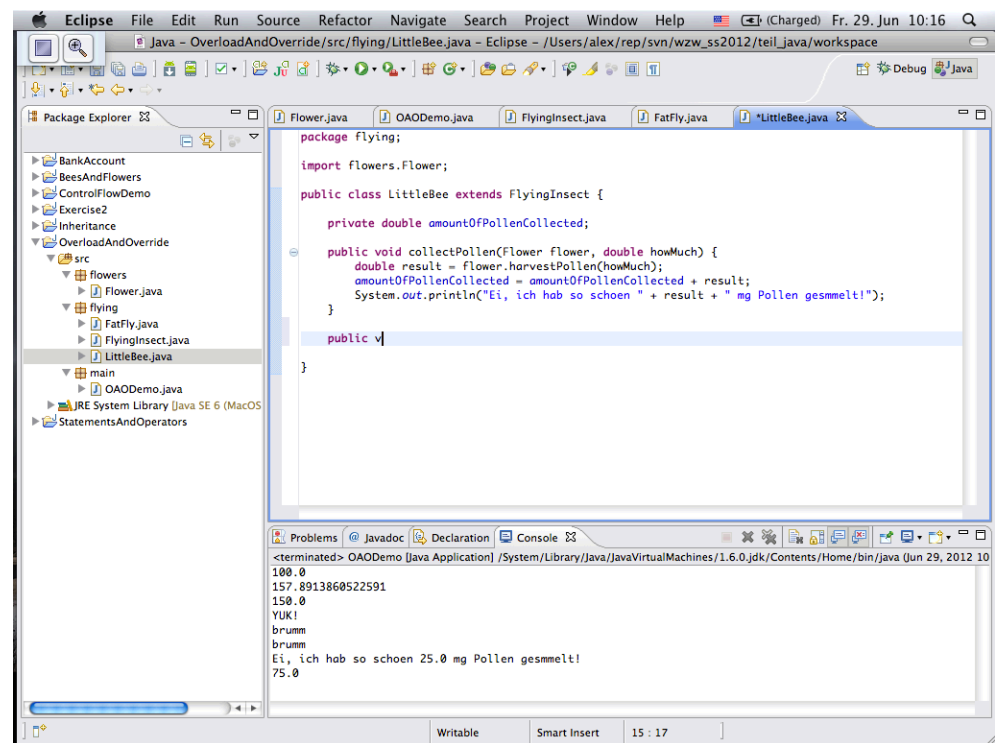
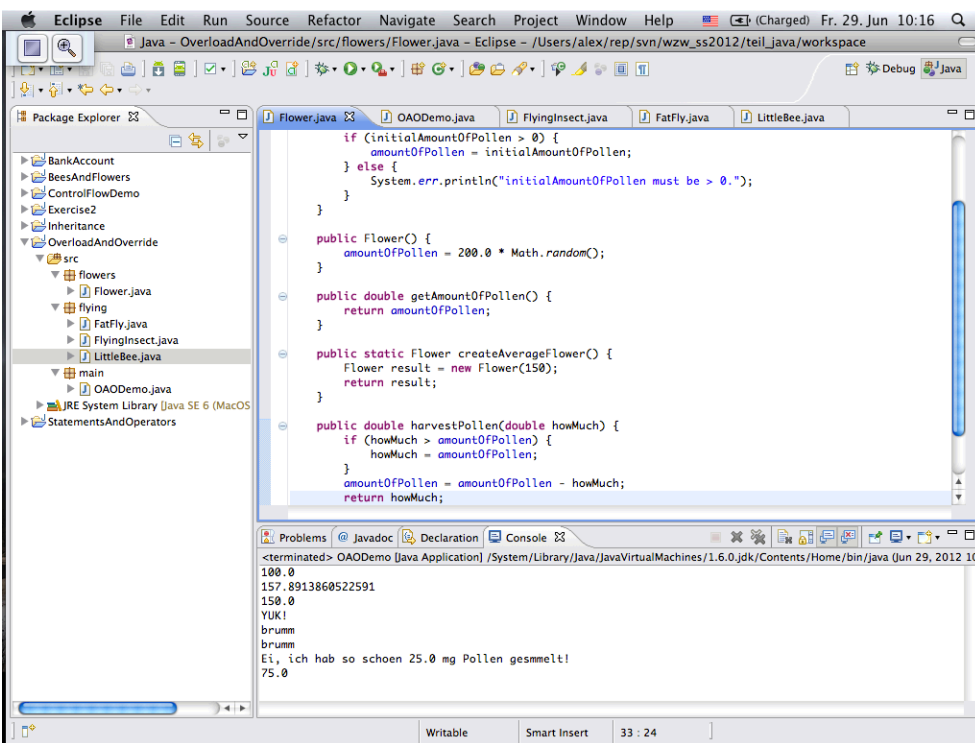












Eclipse IDE screenshot showing the source code of `LittleBee.java` in the `src` package. The code defines a `LittleBee` class that extends `FlyingInsect` and implements the `collectPollen` method. The console output shows the results of the `main` method execution.

```

package flying;

import flowers.Flower;

public class LittleBee extends FlyingInsect {

    private double amountOfPollenCollected;

    public void collectPollen(Flower flower, double howMuch) {
        double result = flower.harvestPollen(howMuch);
        amountOfPollenCollected = amountOfPollenCollected + result;
        System.out.println("Ei, ich hab so schoen " + result + " mg Pollen gesammelt!");
    }

    public void collectPollen(Flower flower) {
        double result = flower.harvestPollen(10);
        amountOfPollenCollected = amountOfPollenCollected + result;
        System.out.println("Ei, ich hab so schoen " + result + " mg Pollen gesammelt!");
    }
}

```

```

<terminated> OADemo [Java Application] /System/Library/Java/JavaVirtualMachines/1.6.0.jdk/Contents/Home/bin/java (Jun 29, 2012 10:15:0)
150.0
YUK!
brumm
brumm
Ei, ich hab so schoen 25.0 mg Pollen gesammelt!
75.0
Ei, ich hab so schoen 10.0 mg Pollen gesammelt!
65.0

```

Eclipse IDE screenshot showing the source code of `LittleBee.java` with a modification to the `collectPollen` method. The console output is identical to the previous screenshot.

```

package flying;

import flowers.Flower;

public class LittleBee extends FlyingInsect {

    private double amountOfPollenCollected;

    public void collectPollen(Flower flower, double howMuch) {
        double result = flower.harvestPollen(howMuch);
        amountOfPollenCollected = amountOfPollenCollected + result;
        System.out.println("Ei, ich hab so schoen " + result + " mg Pollen gesammelt!");
    }

    public void collectPollen(Flower flower) {
        double result = flower.harvestPollen(10);
        amountOfPollenCollected = amountOfPollenCollected + result;
        System.out.println("Ei, ich hab so schoen " + result + " mg Pollen gesammelt!");
    }
}

```

```

<terminated> OADemo [Java Application] /System/Library/Java/JavaVirtualMachines/1.6.0.jdk/Contents/Home/bin/java (Jun 29, 2012 10:16:0)
150.0
YUK!
brumm
brumm
Ei, ich hab so schoen 25.0 mg Pollen gesammelt!
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Ei, ich hab so schoen 10.0 mg Pollen gesammelt!
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        double result = flower.harvestPollen(howMuch);
        amountOfPollenCollected = amountOfPollenCollected + result;
        System.out.println("Ei, ich hab so schoen " + result + " mg Pollen gesammelt!");
    }

    public void collectPollen(Flower flower) {
        double result = this.collectPollen(flower, 10);
        amountOfPollenCollected = amountOfPollenCollected + result;
        System.out.println("Ei, ich hab so schoen " + result + " mg Pollen gesammelt!");
    }
}

```

```

<terminated> OADemo [Java Application] /System/Library/Java/JavaVirtualMachines/1.6.0.jdk/Contents/Home/bin/java (Jun 29, 2012 10:16:46)
150.0
YUK!
brumm
brumm
Ei, ich hab so schoen 25.0 mg Pollen gesammelt!
75.0
Ei, ich hab so schoen 10.0 mg Pollen gesammelt!
65.0

```

Eclipse IDE screenshot showing the source code of `OADemo.java` in the `main` package. The code defines a `main` method that creates instances of `Flower`, `FatFly`, and `LittleBee`, and calls their `collectPollen` methods. The console output is identical to the previous screenshots.

```

public static void main(String[] args) {
    Flower lilly = new Flower(100.0);
    Flower beauty = new Flower();

    System.out.println(lilly.getAmountOfPollen());
    System.out.println(beauty.getAmountOfPollen());

    Flower fl = Flower.createAverageFlower();
    System.out.println(fl.getAmountOfPollen());

    FatFly horst = new FatFly();
    horst.eatRottenFood();
    horst.flySlow();

    LittleBee maya = new LittleBee();
    maya.flySlow();
    maya.collectPollen(lilly, 25);
    System.out.println(lilly.getAmountOfPollen());

    maya.collectPollen(lilly);
    System.out.println(lilly.getAmountOfPollen());
}

```

```

<terminated> OADemo [Java Application] /System/Library/Java/JavaVirtualMachines/1.6.0.jdk/Contents/Home/bin/java (Jun 29, 2012 10:16:50)
150.0
YUK!
brumm
brumm
Ei, ich hab so schoen 25.0 mg Pollen gesammelt!
75.0
Ei, ich hab so schoen 10.0 mg Pollen gesammelt!
65.0

```

Debug - OverloadAndOverride/src/flying/LittleBee.java - Eclipse - /Users/alex/rep/svn/wzw_ss2012/teil_java/workspace

Variables Window:

Name	Value
▶ this	LittleBee (id=25)
▶ flower	Flower (id=17)

Code Editor (LittleBee.java):

```

public void collectPollen(Flower flower, double howMuch) {
    double result = flower.harvestPollen(howMuch);
    amountOfPollenCollected = amountOfPollenCollected + result;
    System.out.println("Ei, ich hab so schoen " + result + " mg Pollen gesammelt!");
}

public void collectPollen(Flower flower) {
    this.collectPollen(flower, 10);
}

```

Console:

```

OAO Demo [Java Application] /System/Library/Java/JavaVirtualMachines/1.6.0.jdk/Contents/Home/bin/java (Jun 29, 2012 10:20:02 AM)
150.0
YUK!
brumm
brumm
Ei, ich hab so schoen 25.0 mg Pollen gesammelt!
75.0

```

Debug - OverloadAndOverride/src/flying/LittleBee.java - Eclipse - /Users/alex/rep/svn/wzw_ss2012/teil_java/workspace

Variables Window:

Name	Value
▶ this	LittleBee (id=25)
▶ flower	Flower (id=17)
▶ howMuch	10.0

Code Editor (LittleBee.java):

```

public void collectPollen(Flower flower, double howMuch) {
    double result = flower.harvestPollen(howMuch);
    amountOfPollenCollected = amountOfPollenCollected + result;
    System.out.println("Ei, ich hab so schoen " + result + " mg Pollen gesammelt!");
}

public void collectPollen(Flower flower) {
    this.collectPollen(flower, 10);
}

```

Console:

```

OAO Demo [Java Application] /System/Library/Java/JavaVirtualMachines/1.6.0.jdk/Contents/Home/bin/java (Jun 29, 2012 10:20:02 AM)
150.0
YUK!
brumm
brumm
Ei, ich hab so schoen 25.0 mg Pollen gesammelt!
75.0

```

Debug - OverloadAndOverride/src/flying/LittleBee.java - Eclipse - /Users/alex/rep/svn/wzw_ss2012/teil_java/workspace

Variables Window:

Name	Value
▶ this	LittleBee (id=25)
▶ flower	Flower (id=17)
▶ howMuch	10.0

Code Editor (LittleBee.java):

```

public void collectPollen(Flower flower, double howMuch) {
    double result = flower.harvestPollen(howMuch);
    amountOfPollenCollected = amountOfPollenCollected + result;
    System.out.println("Ei, ich hab so schoen " + result + " mg Pollen gesammelt!");
}

public void collectPollen(Flower flower) {
    this.collectPollen(flower, 10);
}

```

Console:

```

OAO Demo [Java Application] /System/Library/Java/JavaVirtualMachines/1.6.0.jdk/Contents/Home/bin/java (Jun 29, 2012 10:20:02 AM)
150.0
YUK!
brumm
brumm
Ei, ich hab so schoen 25.0 mg Pollen gesammelt!
75.0

```

Debug - OverloadAndOverride/src/flying/LittleBee.java - Eclipse - /Users/alex/rep/svn/wzw_ss2012/teil_java/workspace

Variables Window:

Name	Value
▶ this	LittleBee (id=25)
▶ flower	Flower (id=17)

Code Editor (LittleBee.java):

```

public void collectPollen(Flower flower, double howMuch) {
    double result = flower.harvestPollen(howMuch);
    amountOfPollenCollected = amountOfPollenCollected + result;
    System.out.println("Ei, ich hab so schoen " + result + " mg Pollen gesammelt!");
}

public void collectPollen(Flower flower) {
    this.collectPollen(flower, 10);
}

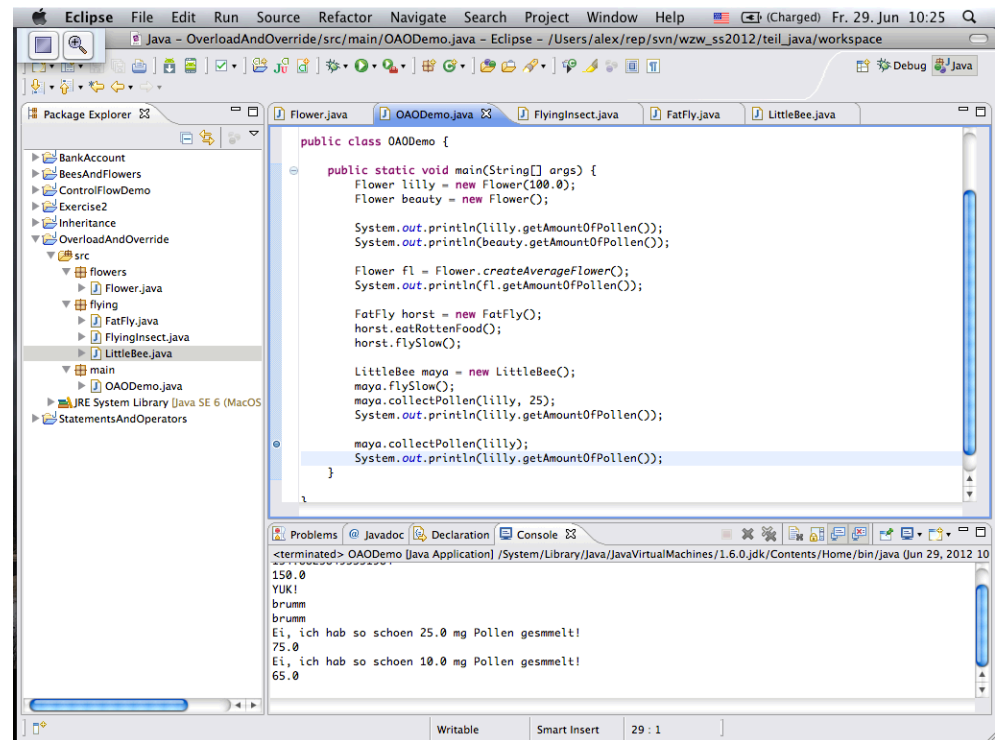
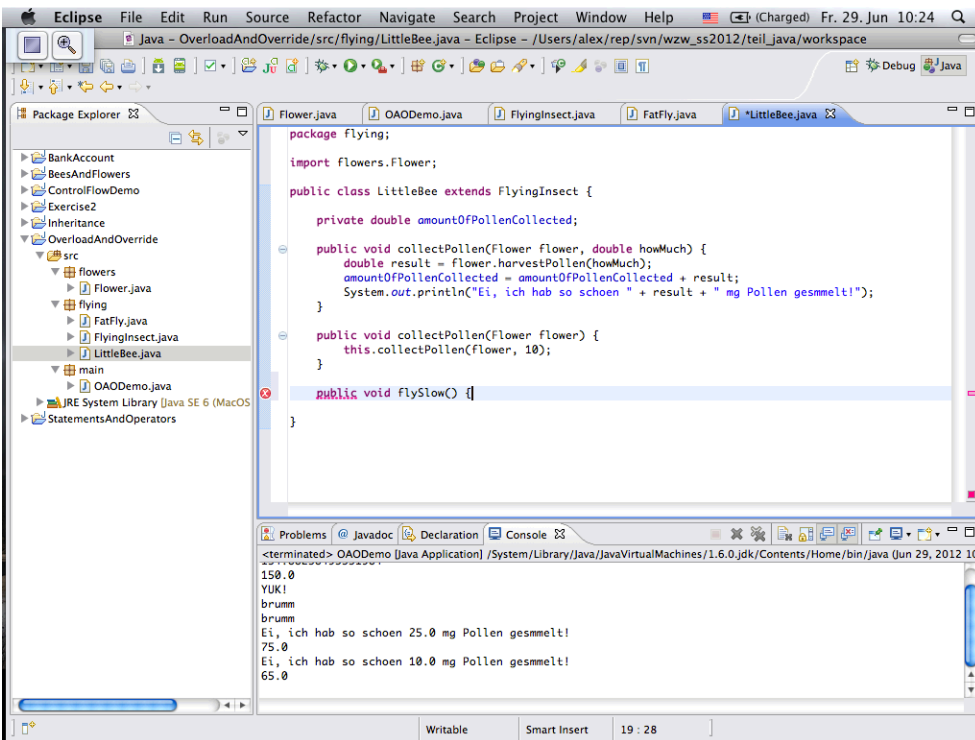
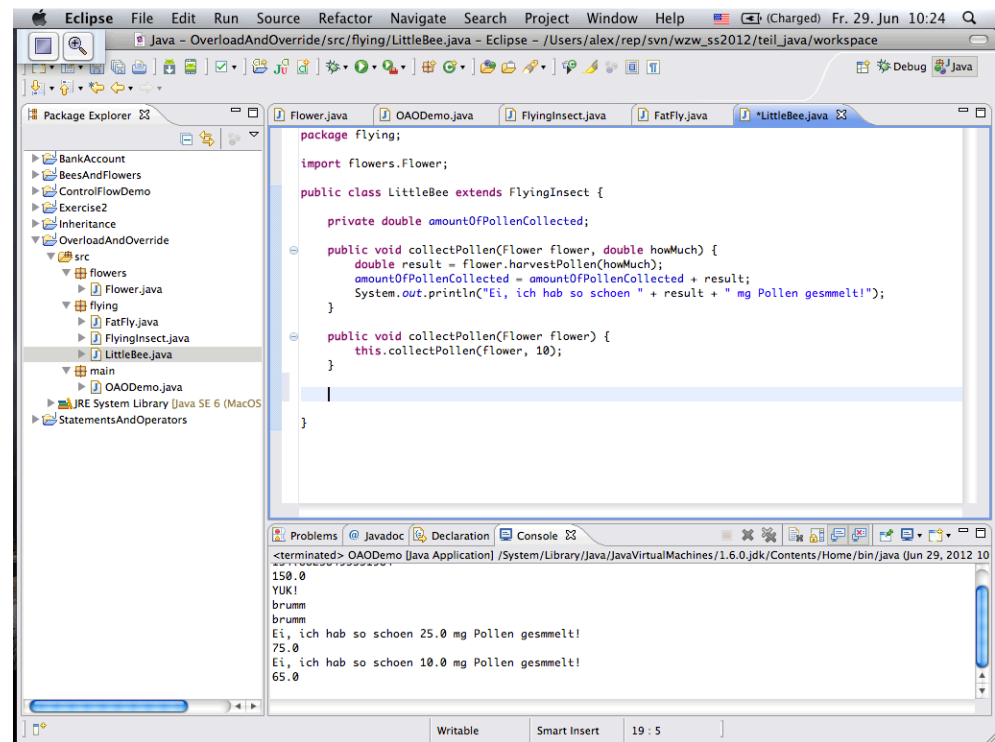
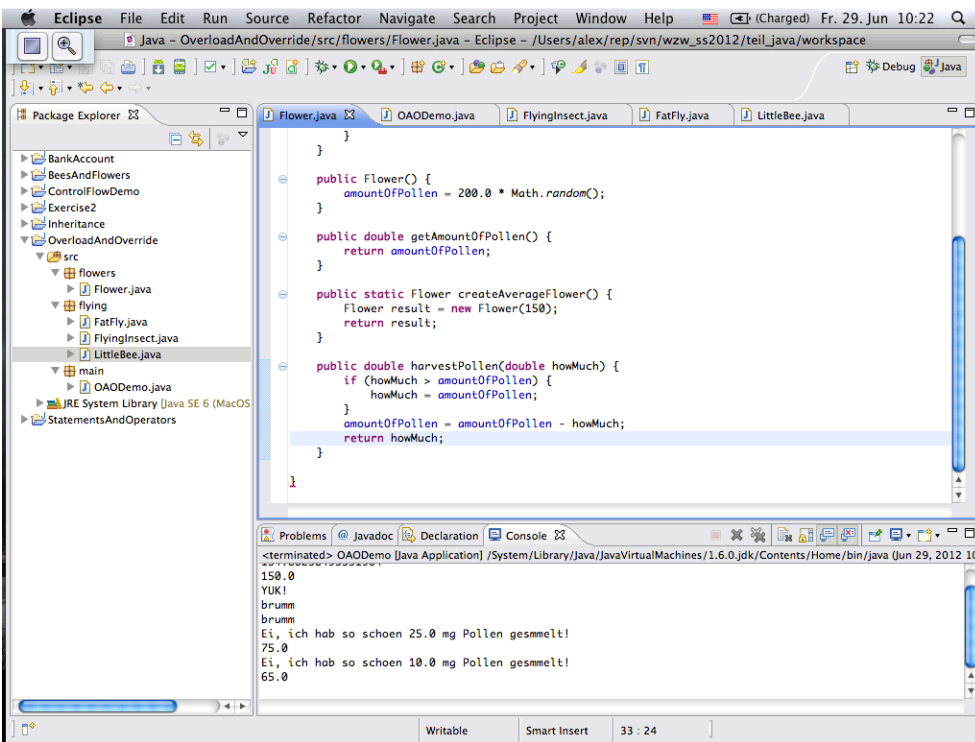
```

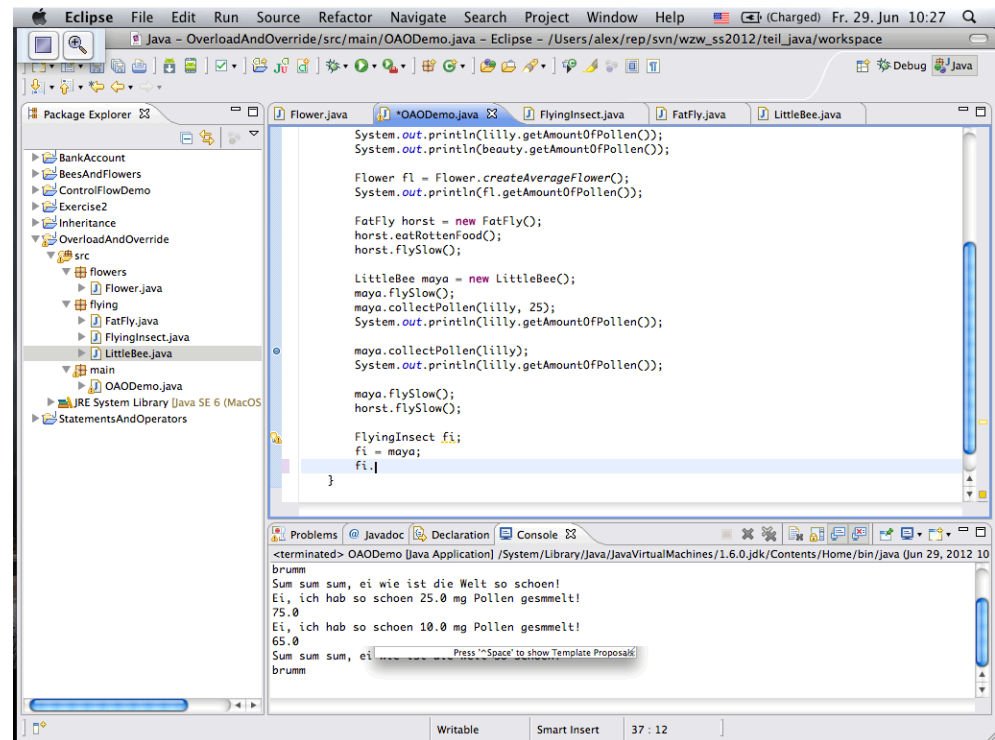
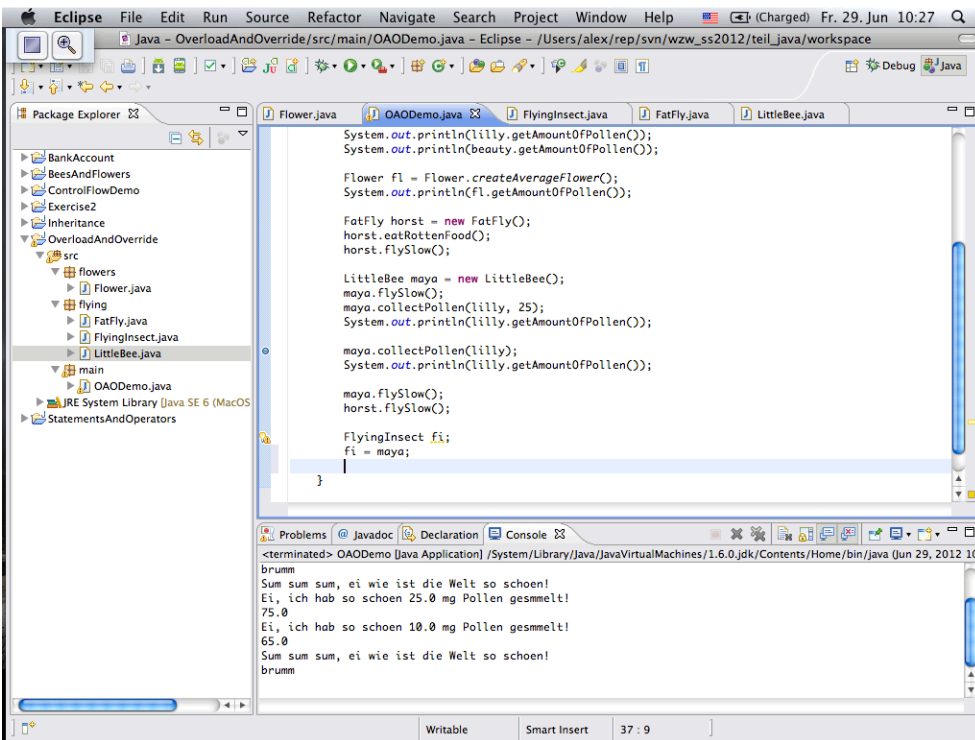
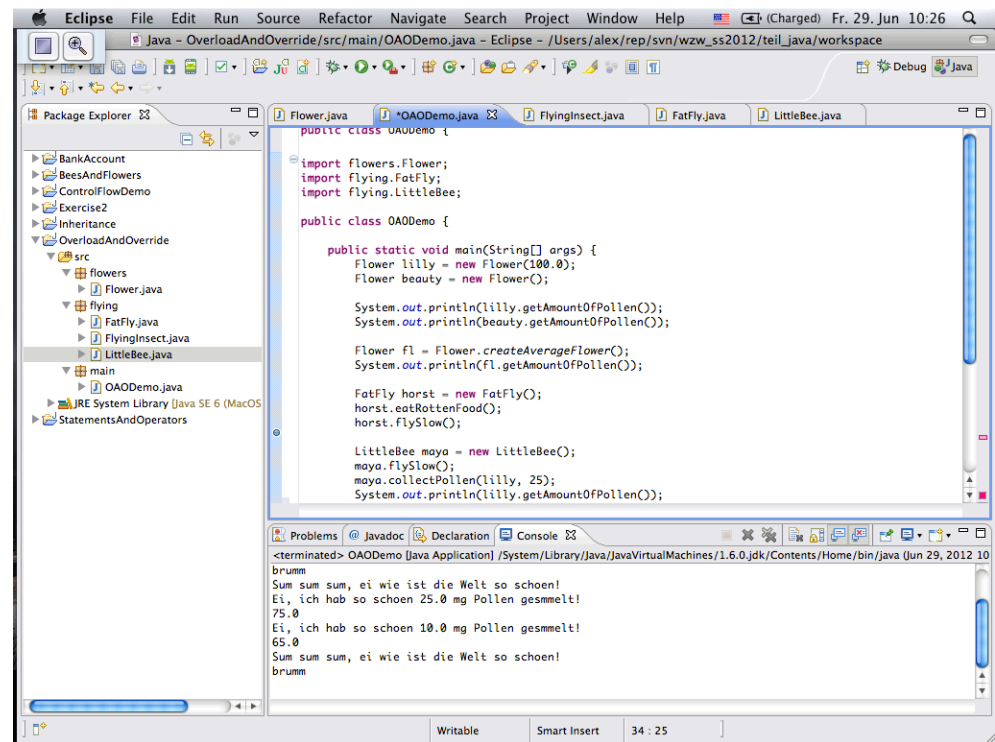
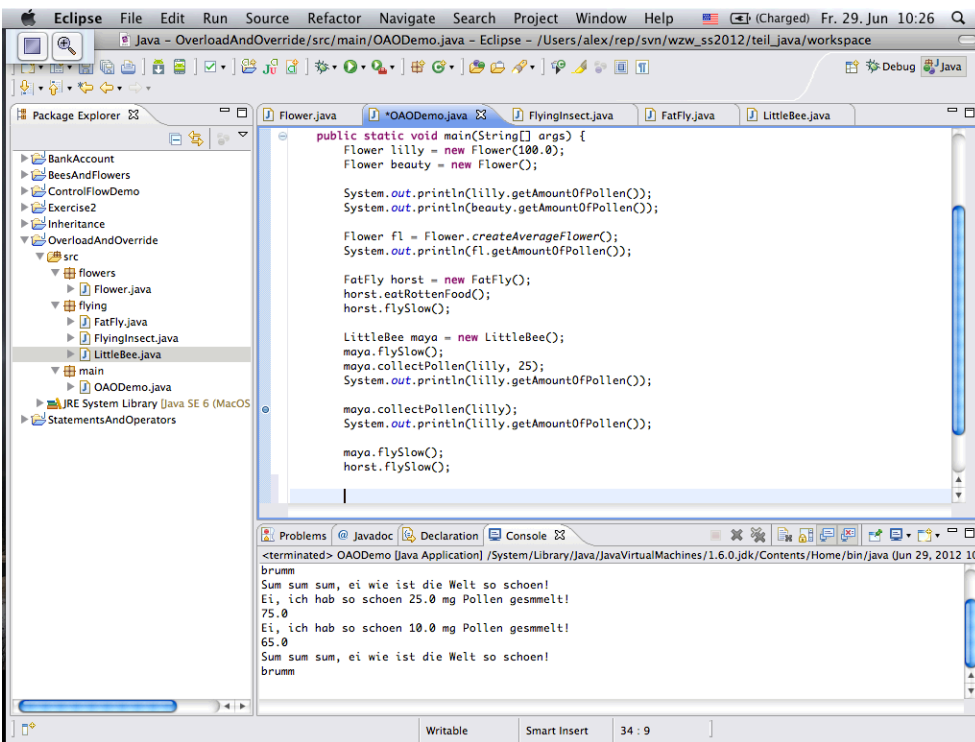
Console:

```

OAO Demo [Java Application] /System/Library/Java/JavaVirtualMachines/1.6.0.jdk/Contents/Home/bin/java (Jun 29, 2012 10:20:02 AM)
YUK!
brumm
brumm
Ei, ich hab so schoen 25.0 mg Pollen gesammelt!
75.0
Ei, ich hab so schoen 10.0 mg Pollen gesammelt!

```



```
Flower f1 = Flower.createAverageFlower();
System.out.println(f1.getAmountOfPollen());

FatFly horst = new FatFly();
horst.eatRottenFood();
horst.flySlow();

LittleBee maya = new LittleBee();
maya.flySlow();
maya.collectPollen(lilly, 25);
System.out.println(lilly.getAmountOfPollen());

maya.collectPollen(lilly);
System.out.println(lilly.getAmountOfPollen());

maya.flySlow();
horst.flySlow();

FlyingInsect fi;
fi = maya;
fi.flySlow();
fi = horst;
fi.flySlow();

fi.collectPollen(lilly)
```

<terminated> OADemo [Java Application] /System/Library/Java/JavaVirtualMachines/1.6.0.jdk/Contents/Home/bin/java (Jun 29, 2012 10:28:10 AM)
Ei, ich hab so schoen 25.0 mg Pollen gesammelt!
75.0
Ei, ich hab so schoen 10.0 mg Pollen gesammelt!
65.0
Sum sum sum, ei wie ist die Welt so schoen!
brumm
Sum sum sum, ei wie ist die Welt so schoen!
brumm

```
Flower f1 = Flower.createAverageFlower();
System.out.println(f1.getAmountOfPollen());

FatFly horst = new FatFly();
horst.eatRottenFood();
horst.flySlow();

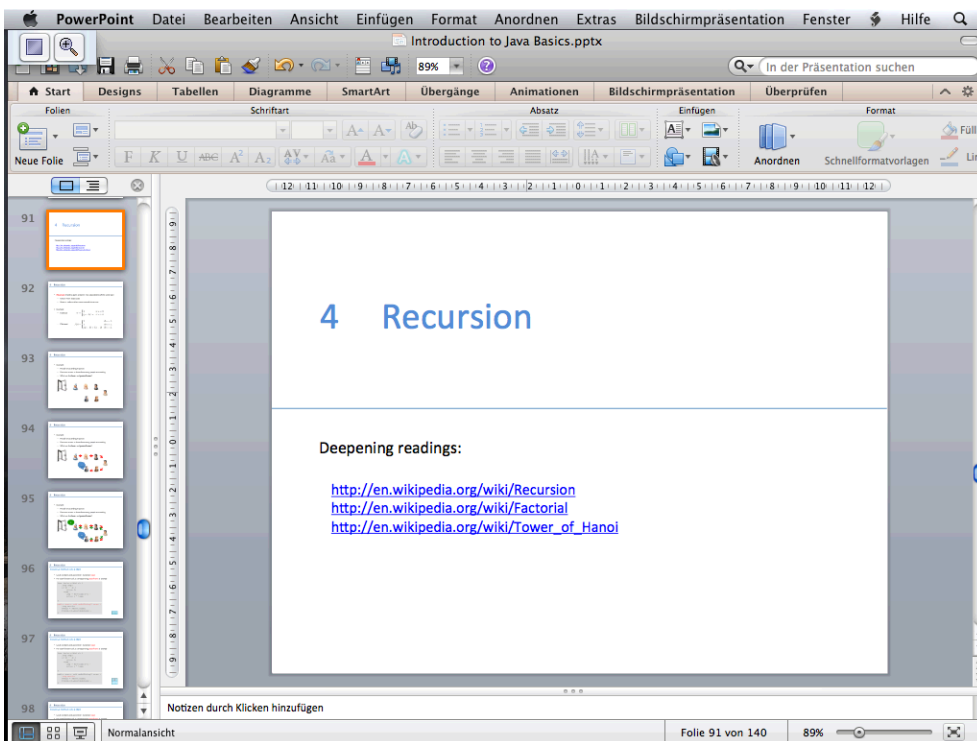
LittleBee maya = new LittleBee();
maya.flySlow();
maya.collectPollen(lilly, 25);
System.out.println(lilly.getAmountOfPollen());

maya.collectPollen(lilly);
System.out.println(lilly.getAmountOfPollen());

maya.flySlow();
horst.flySlow();

FlyingInsect fi;
fi = maya;
fi.flySlow();
fi = horst;
fi.flySlow();
}
```

<terminated> OADemo [Java Application] /System/Library/Java/JavaVirtualMachines/1.6.0.jdk/Contents/Home/bin/java (Jun 29, 2012 10:29:10 AM)
Ei, ich hab so schoen 25.0 mg Pollen gesammelt!
75.0
Ei, ich hab so schoen 10.0 mg Pollen gesammelt!
65.0
Sum sum sum, ei wie ist die Welt so schoen!
brumm
Sum sum sum, ei wie ist die Welt so schoen!
brumm



4 Recursion

Deepening readings:

- <http://en.wikipedia.org/wiki/Recursion>
- <http://en.wikipedia.org/wiki/Factorial>
- http://en.wikipedia.org/wiki/Tower_of_Hanoi

- **Recursion:** Divide a given problem into subproblems of the same type
 - One or more base cases
 - Rules to reduce other cases towards base case

• Example:

- Factorial

$$n! = \begin{cases} 1 & \text{if } n = 0, \\ (n - 1)! \cdot n & \text{if } n > 0. \end{cases}$$

- Fibonacci

$$f(n) = \begin{cases} 1 & \text{if } n = 1, \\ 1 & \text{if } n = 2, \\ f(n - 1) + f(n - 2) & \text{if } n > 2. \end{cases}$$

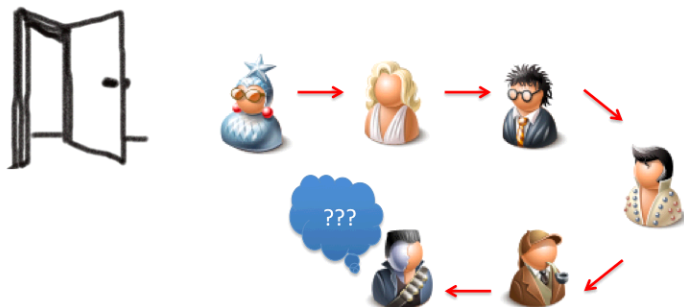
• Example:

- People are standing in queue
- Doorman wants to know how many people are waiting
- What are the **base-** and **general cases?**



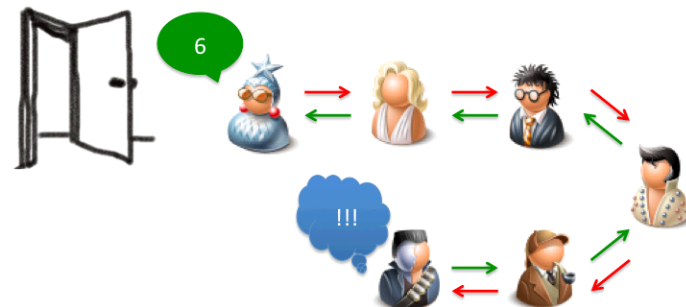
• Example:

- People are standing in queue
- Doorman wants to know how many people are waiting
- What are the **base-** and **general cases?**



• Example:

- People are standing in queue
- Doorman wants to know how many people are waiting
- What are the **base-** and **general cases?**



Recursive method calls & Stack

- Local variables and parameters stored on **stack**
- For each function call, a corresponding **stack frame** is created

```
long factorial(int n) {
    long temp;
    if (n == 1) {
        return 1;
    } else {
        temp = factorial(n-1);
        return n * temp;
    }
}
```

```
public static void main(String[] args) {
    long result;
    result = factorial(4);
    System.out.println(result);
}
```



The presentation slide contains the following content:

4 Recursion

Recursive method calls & Stack

- Local variables and parameters stored on **stack**
- For each function call, a corresponding **stack frame** is created

```
long factorial(int n) {
    long temp;
    if (n == 1) {
        return 1;
    } else {
        temp = factorial(n-1);
        return n * temp;
    }
}

public static void main(String[] args) {
    long result;
    result = factorial(4);
    System.out.println(result);
}
```

The Eclipse IDE shows the following code in `RecursionDemo.java`:

```
public class RecursionDemo {
    public long[] main(String[] args) {
    }
}
```

The console output shows the following text:

```
<terminated> OADemo [Java Application] /System/Library/Java/JavaVirtualMachines/1.6.0.jdk/Contents/Home/bin/java (Jun 29, 2012 10:40:12 AM)
Ei, ich hab so schoen 25.0 mg Pollen gesammelt!
75.0
Ei, ich hab so schoen 10.0 mg Pollen gesammelt!
65.0
Sum sum sum, ei wie ist die Welt so schoen!
brumm
Sum sum sum, ei wie ist die Welt so schoen!
brumm
```

The Eclipse IDE shows the following code in `RecursionDemo.java`:

```
public class RecursionDemo {
    public static long factorialIterative(int n) {
        long result = 1;
        for (int i = 1; i <= n; i++) {
            result = result * i;
        }
        return result;
    }

    public static void main(String[] args) {
        System.out.println(factorialIterative(5));
    }
}
```

The console output shows the following text:

```
<terminated> RecursionDemo [Java Application] /System/Library/Java/JavaVirtualMachines/1.6.0.jdk/Contents/Home/bin/java (Jun 29, 2012 10:42:12 AM)
120
```

```

public class RecursionDemo {
    public static long factorialIterative(int n) {
        long result = 1;
        for (int i = 1; i <= n; i++) {
            result = result * i;
        }
        return result;
    }

    public static long factorialRecursive(int n) {
    }

    public static void main(String[] args) {
        System.out.println(factorialIterative(5));
    }
}

```

Problems | Javadoc | Declaration | Console
 <-terminated> RecursionDemo [Java Application] /System/Library/Java/JavaVirtualMachines/1.6.0.jdk/Contents/Home/bin/java (Jun 29, 20:12:0)

4 Recursion

- **Recursion:** Divide a given problem into subproblems of the same type
 - One or more base cases
 - Rules to reduce other cases towards base case
- **Example:**
 - Factorial
$$n! = \begin{cases} 1 & \text{if } n = 0, \\ (n - 1)! \cdot n & \text{if } n > 0. \end{cases}$$
 - Fibonacci
$$f(n) = \begin{cases} 1 & \text{if } n = 1, \\ 1 & \text{if } n = 2, \\ f(n - 1) + f(n - 2) & \text{if } n > 2. \end{cases}$$

Normalansicht | Folie 92 von 140 | 89%

```

public class RecursionDemo {
    public static long factorialIterative(int n) {
        long result = 1;
        for (int i = 1; i <= n; i++) {
            result = result * i;
        }
        return result;
    }

    public static long factorialRecursive(int n) {
        if (n == 0) {
            return 1;
        } else {
            long tmp = |
        }
    }

    public static void main(String[] args) {
        System.out.println(factorialIterative(5));
    }
}

```

Problems | Javadoc | Declaration | Console
 <-terminated> RecursionDemo [Java Application] /System/Library/Java/JavaVirtualMachines/1.6.0.jdk/Contents/Home/bin/java (Jun 29, 20:12:0)

```

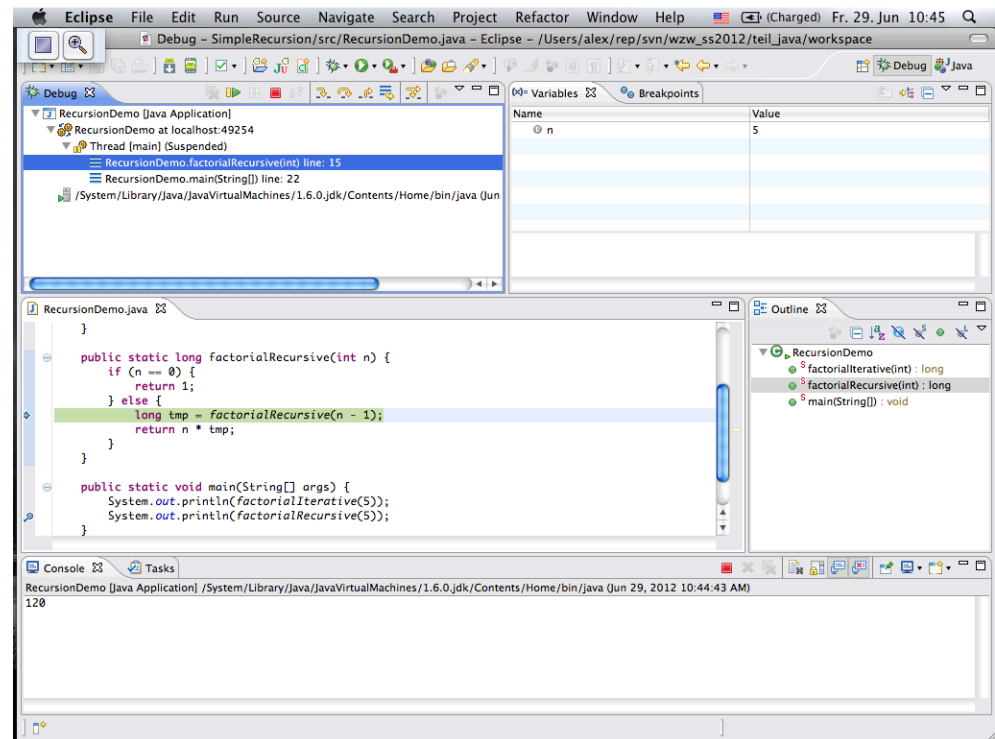
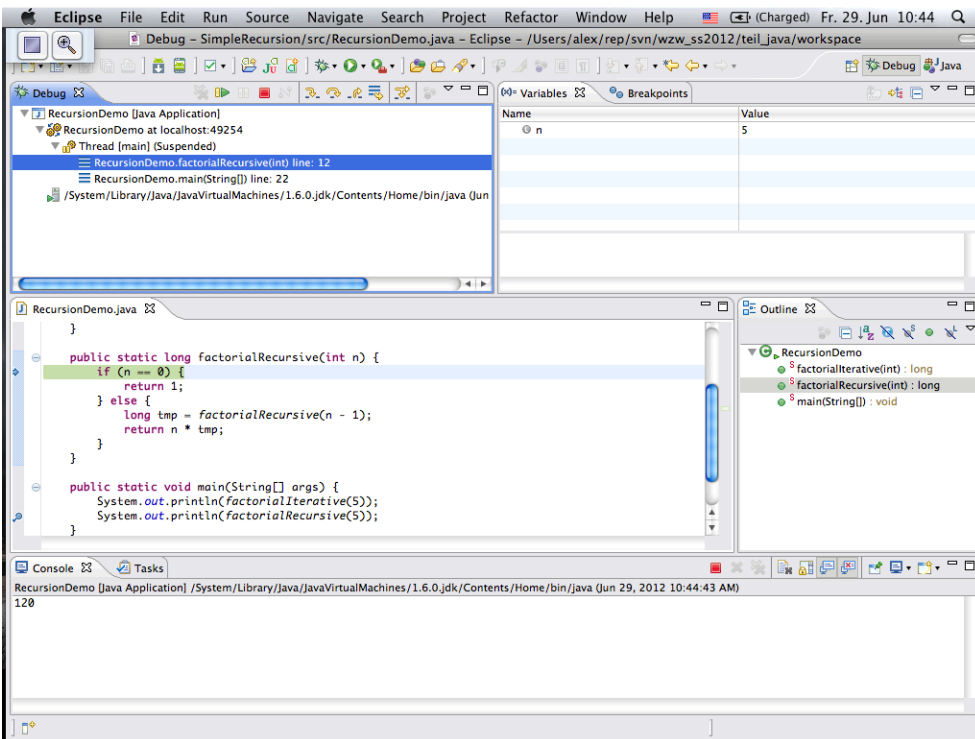
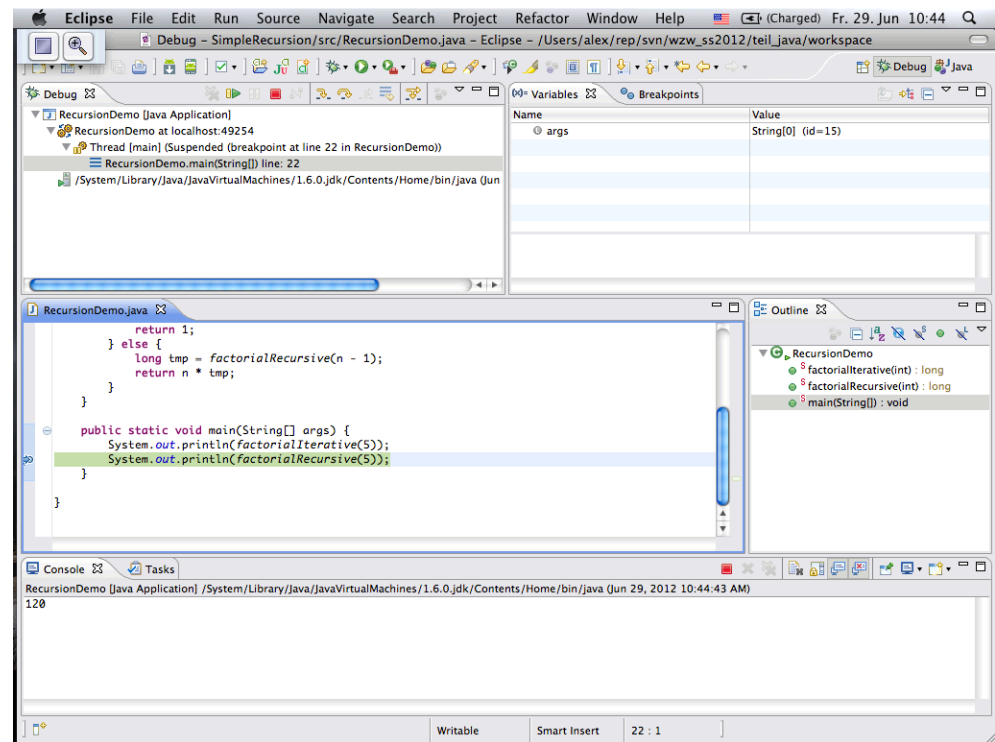
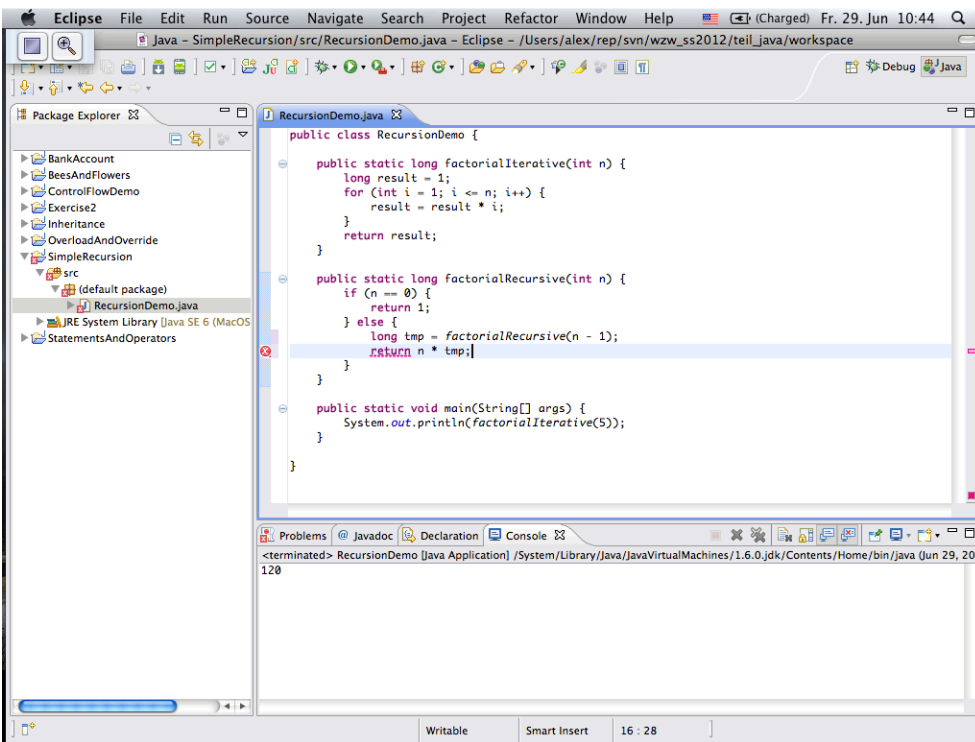
public class RecursionDemo {
    public static long factorialIterative(int n) {
        long result = 1;
        for (int i = 1; i <= n; i++) {
            result = result * i;
        }
        return result;
    }

    public static long factorialRecursive(int n) {
        if (n == 0) {
            return 1;
        } else {
            long tmp = factorialRecursive(n - 1);
        }
    }

    public static void main(String[] args) {
        System.out.println(factorialIterative(5));
    }
}

```

Problems | Javadoc | Declaration | Console
 <-terminated> RecursionDemo [Java Application] /System/Library/Java/JavaVirtualMachines/1.6.0.jdk/Contents/Home/bin/java (Jun 29, 20:12:0)



Eclipse IDE screenshot showing a debug session at 10:45. The application is paused at line 12 of `factorialRecursive(int n)`. The variable `n` has a value of 4. The console shows the output `120`.

Name	Value
n	4

```

public static long factorialRecursive(int n) {
    if (n == 0) {
        return 1;
    } else {
        long tmp = factorialRecursive(n - 1);
        return n * tmp;
    }
}

public static void main(String[] args) {
    System.out.println(factorialIterative(5));
    System.out.println(factorialRecursive(5));
}

```

Eclipse IDE screenshot showing a debug session at 10:45. The application is paused at line 15 of `factorialRecursive(int n)`. The variable `n` has a value of 5. The console shows the output `120`.

Name	Value
n	5

```

public static long factorialRecursive(int n) {
    if (n == 0) {
        return 1;
    } else {
        long tmp = factorialRecursive(n - 1);
        return n * tmp;
    }
}

public static void main(String[] args) {
    System.out.println(factorialIterative(5));
    System.out.println(factorialRecursive(5));
}

```

Eclipse IDE screenshot showing a debug session at 10:46. The application is paused at line 12 of `factorialRecursive(int n)`. The console shows the output `120`.

```

public static long factorialRecursive(int n) {
    if (n == 0) {
        return 1;
    } else {
        long tmp = factorialRecursive(n - 1);
        return n * tmp;
    }
}

public static void main(String[] args) {
    System.out.println(factorialIterative(5));
    System.out.println(factorialRecursive(5));
}

```

Eclipse IDE screenshot showing a debug session at 10:47. The application is paused at line 15 of `factorialRecursive(int n)`. The console shows the output `120`.

```

public static long factorialRecursive(int n) {
    if (n == 0) {
        return 1;
    } else {
        long tmp = factorialRecursive(n - 1);
        return n * tmp;
    }
}

public static void main(String[] args) {
    System.out.println(factorialIterative(5));
    System.out.println(factorialRecursive(5));
}

```