Informatik - Exercise Session

Recursion and Custom Data Types

Concise Pre- and Postconditions

Consider this function from your exercises:

```
bool f(const int n) {
  if (n == 0) return false;
  return !f(n - 1);
}
```

What would be the appropriate pre- and postconditions as short as possible?

Concise Pre- and Postconditions

Consider this function from your exercises:

```
bool f(const int n) {
  if (n == 0) return false;
  return !f(n - 1);
}
```

What would be the appropriate pre- and postconditions as short as possible? One example (pre: constraints for arguments, post: return value and side effects):

```
// PRE: n >= 0
// POST1: returns true if n is even, false otherwise
// POST2: returns if n is even // careful with this one
```

Concise Pre- and Postconditions

Consider this function from your exercises:

```
bool f(const int n) {
  if (n == 0) return false;
  return !f(n - 1);
}
```

What would be the appropriate pre- and postconditions as short as possible? One example (pre: constraints for arguments, post: return value and side effects):

```
// PRE: n >= 0
// POST1: returns true if n is even, false otherwise
// POST2: returns if n is even // careful with this one
```

Try to keep your pre- and postconditions as short as possible, but still include all relevant information without leaving room for wrong interpretation: returns only if n is even vs. returns true if n is even

Tip: Rewriting for-loops

In certain conditions (to be precise: when *iterators* are implemented correctly for the container, which you will see later), we can use a "shorter version" of the for-loop to iterate over a container. We can rewrite this snippet:

```
for (int i = 0; i < c.size(); i++) {
    c[i] = do_something(c[i]);
}</pre>
```

Tip: Rewriting for-loops

In certain conditions (to be precise: when *iterators* are implemented correctly for the container, which you will see later), we can use a "shorter version" of the for-loop to iterate over a container. We can rewrite this snippet:

```
for (int i = 0; i < c.size(); i++) {
    c[i] = do_something(c[i]);
}
And without using indices, this becomes:
for (int& elem : c) {
    elem = do_something(elem);</pre>
```

We read the colon as "in": for elem in c, do something

And yes, this works with references as expected!

If you get errors that no 'begin' function is available (or anything with 'iterator'), revert to normal for-loops.

Structs

Structs are custom data types ("containers") for variables (and functions/"methods", as we will see later):

Structs

```
Structs are custom data types ("containers") for variables (and functions/"methods",
as we will see later):
struct strange {
    int n:
    bool b:
    std::vector<int> a = std::vector<int> (0);
};
int main () {
    strange x = \{1, true, \{1,2,3\}\};
    strange y = x; // all elements are copied
    std::cout << y.n << " " << y.a[2] << "\n"; // outputs: 1 3
    return 0:
```

$$P(\emptyset) =$$

The power set P(S) of a set S is the set of all its subsets $Y \subseteq S$.

$$P(\emptyset) = \{\emptyset\} = \{\{\}\}$$

.

$$P(\emptyset) = \{\emptyset\} = \{\{\}\}$$

$$P({a}) =$$

$$P(\emptyset) = \{\emptyset\} = \{\{\}\}$$

$$P(\{a\}) = \{\{\}, \{a\}\}$$

$$P(\emptyset) = \{\emptyset\} = \{\{\}\}$$
 $P(\{a\}) = \{\{\}, \{a\}\}$
 $P(\{a, b\}) =$

The power set P(S) of a set S is the set of all its subsets $Y \subseteq S$.

$$P(\emptyset) = \{\emptyset\} = \{\{\}\}$$

$$P(\{a\}) = \{\{\}, \{a\}\}$$

$$P(\{a, b\}) = \{\{\}, \{a\}, \{b\}, \{a, b\}\}$$

The power set P(S) of a set S is the set of all its subsets $Y \subseteq S$.

$$P(\emptyset) = \{\emptyset\} = \{\{\}\}$$
 $P(\{a\}) = \{\{\}, \{a\}\}\}$
 $P(\{a, b\}) = \{\{\}, \{a\}, \{b\}, \{a, b\}\}\}$
 $S_1 \subset S_2 \implies$

The power set P(S) of a set S is the set of all its subsets $Y \subseteq S$.

$$P(\emptyset) = \{\emptyset\} = \{\{\}\}$$
 $P(\{a\}) = \{\{\}, \{a\}\}\}$
 $P(\{a, b\}) = \{\{\}, \{a\}, \{b\}, \{a, b\}\}\}$
 $S_1 \subset S_2 \implies P(S_1) \subset P(S_2)$

General algorithm:

General algorithm:

1. Select any $x \in S$

General algorithm:

- 1. Select any $x \in S$
- 2. Build the reduced set $S' := S \setminus \{x\}$

General algorithm:

- 1. Select any $x \in S$
- 2. Build the reduced set $S' := S \setminus \{x\}$
- 3. Compute P(S')

General algorithm:

- 1. Select any $x \in S$
- 2. Build the reduced set $S' := S \setminus \{x\}$
- 3. Compute P(S')
- 4. Return $P(S) = P(S') \cup \{Y \cup \{x\} \mid Y \in P(S')\}$

General algorithm:

- 1. Select any $x \in S$
- 2. Build the reduced set $S' := S \setminus \{x\}$
- 3. Compute P(S')
- 4. Return $P(S) = P(S') \cup \{Y \cup \{x\} \mid Y \in P(S')\}$

Will this terminate?

General algorithm:

- 1. Select any $x \in S$
- 2. Build the reduced set $S' := S \setminus \{x\}$
- 3. Compute P(S')
- 4. Return $P(S) = P(S') \cup \{Y \cup \{x\} \mid Y \in P(S')\}$

Will this terminate?

No, we need a base case:

General algorithm:

- 1. Select any $x \in S$
- 2. Build the reduced set $S' := S \setminus \{x\}$
- 3. Compute P(S')
- 4. Return $P(S) = P(S') \cup \{Y \cup \{x\} \mid Y \in P(S')\}$

Will this terminate?

No, we need a base case: If $S = \emptyset$, then return $P(S) = \{\emptyset\} = \{\{\}\}$.