

30. Consider the following recursive method:

```
public static void printStars (int k)
{
    if (k>0)
    {
        printStars(k-1);
        for (int j=1; j<=k; j++)
            System.out.print("*");
        System.out.println();
    }
}
```

What is the output as a result of the call `printStars(4)`?

- (A) \*\*\*\*  
\*\*\*  
\*\*  
\*
- (B) \*  
\*\*  
\*\*\*  
\*\*\*\*
- (C) \*\*\*  
\*\*  
\*
- (D) \*  
\*\*  
\*\*\*
- (E) \*  
\*  
\*  
\*

31. Consider the following recursive method:

```
public int mystery (int k)
{
    if (k == 1)
        return 0;
    else
        return (1 + mystery (k/2));
}
```

What value is returned by the call `mystery(16)`?

- (A) 0  
(B) 2  
(C) 4  
(D) 5  
(E) 16

32. Consider the following recursive method:

```
public static void printArray(String[]a, int k)
{
    if (k < a.length)
    {
        printArray (a, k+1);
        System.out.print (a[k]);
    }
}
```

Assume that array a has been initialized to be of length 4 and to contain the values “a”, “b”, “c”, and “d” (with “a” in a[0], “b” in a[1], and so on.) What is the output as a result of the call `printArray (a, 0)`?

- (A) bcd
  - (B) dcb
  - (C) abcd
  - (D) dddd
  - (E) dcba
33. Questions 33 and 34 refer to the following recursive method:

```
public static int compute (int x, int y)
{
    if (x == y)
        return x;
    else
        return (compute(x+1, y-1));
}
```

What is returned by the call `compute (1, 5)`?

- (A) 1
  - (B) 2
  - (C) 3
  - (D) 4
  - (E) No value is returned because infinite recursion occurs.
34. Which of the following calls leads to an infinite recursion?

- I. `compute (2, 8)`
- II. `compute (8, 2)`
- III. `compute (2, 5)`

- (A) I only
- (B) II only
- (C) III only
- (D) I and II
- (E) II and III

35. Consider the following recursive method. (Assume that method `readInt` reads one integer value typed in by the user.)

```
public static void print (int n)
{
    int x;
    if (n>0)
    {
        x=readInt();
        if (x>0)
        {
            print(n-1);
            System.out.println(x);
        }
        else
            print(n);
    }
}
```

What is the output of `print(5)`?

- (A) The first five numbers typed by the user are printed in the order in which they are typed.
- (B) The first five numbers typed by the user are printed in the opposite order to that in which they are typed.
- (C) The first five positive numbers typed by the user are printed in the opposite order to that in which they are typed.
- (D) The first five positive numbers typed by the user are printed in the order to that in which they are typed.
- (E) Nothing is printed because the call causes an infinite recursion.

36. Consider the following method:

```
public void mystery (int a, int b)
{
    System.out.print (a + " ");
    if (a <= b)
        mystery (a + 5, b -1);
}
```

What is the output when `mystery (0, 16)` is called?

- (A) 0
  - (B) 0 5
  - (C) 0 5 10
  - (D) 0 5 10 15
  - (E) 0 5 10 15 20
37. What is the output when `smile (4)` is called?

```
public static void smile (int n)
{
    if (n==0)
        return;
    for (int k=1; k<=n; k++)
        System.out.print ("smile!");
    smile (n-1);
}
```

- (A) smile!
  - (B) smile!smile!
  - (C) smile!smile!smile!
  - (D) smile!smile!smile!smile!
  - (E) smile!smile!smile!smile!smile!smile!smile!smile!smile!smile!
38. When `smile (4)` is called, how many times will `smile` actually be called, including the initial call?
- (A) 2
  - (B) 3
  - (C) 4
  - (D) 5
  - (E) 10

39. Consider the following method:

```
public int getSomething(int value)
{
    if(value < 2)
        return 0;
    else
        return 1 + getSomething(value - 2);
}
```

Assume  $val > 0$ . What is returned by the call `getSomething(val)`?

- (A)  $val - 2$
- (B)  $val \% 2$
- (C)  $(val-1) \% 2$
- (D)  $val / 2$
- (E)  $(val-1) / 2$

40. Consider the following method:

```
public int change(int value)
{
    if(value < 3)
        return value \% 3;
    else
        return value \% 3 + 10 * change(value/3);
}
```

What will be returned by the call `change(45)`?

- (A) 0
- (B) 21
- (C) 150
- (D) 500
- (E) 1200

41. Consider the following method:

```
public void change(int value)
{
    if(value < 5)
        System.out.print("" + value % 5);
    else
    {
        System.out.print("" + value % 5);
        change(value/5);
    }
}
```

What will be printed as a result of the call `change(29)`?

- (A) 1
- (B) 4
- (C) 14
- (D) 104
- (E) 401

42. Consider the following method:

```
public int getSomething(int value)
{
    if(value < 1)
        return 0;
    else
        return 1 + getSomething(value-1) + getSomething(value-2);
}
```

What is returned by the call `getSomething(4)`?

- (A) 0
- (B) 1
- (C) 2
- (D) 5
- (E) 7

43. Consider the following method:

```
public void doSomething(int value)
{
    if(0 < value && value < 10)
    {
        doSomething(value - 1);
        doSomething(value + 1);
        System.out.print(" " + value);
    }
}
```

Which of the following will be printed as a result of the call `doSomething(4)`?

- (A) 4 3 2 1 5 6 7 8 9
- (B) 4 3 5 2 6 1 7 8 9
- (C) 9 8 7 6 5 1 2 3 4
- (D) 9 8 7 1 6 2 5 3 4
- (E) Nothing will be printed due to an infinite recursion

44. What is the output by the call `fun(3)`?

```
public void fun (int x)
{
    if (x>=1)
    {
        System.out.print(x);
        fun (x-1);
    }
}
```

- (A) 3 2 1
- (B) 1 2 3
- (C) 2 3
- (D) 3 2 1 0
- (E) Nothing will be printed due to an infinite recursion

45. Consider the following data field and method:

```
private int[] list;

public int getIt(int index)
{
    if(index == list.length - 1)
        return list[index];
    else
    {
        int target = getIt(index + 1);
        if(target < list[index])
            return target;
        else
            return list[index];
    }
}
```

What will be returned by the call `getIt(0)`?

- (A) The smallest value in `list`
- (B) The index of the smallest value in `list`
- (C) The largest value in `list`
- (D) The index of the largest value in `list`
- (E) The index of the first occurrence of target in `list`

46. Consider the following data field and method:

```
private int[] list;

public int getIt(int index, int target)
{
    if(index >= list.length)
        return -1;
    else if(target == list[index])
        return index;
    else
        return getIt(index + 1, target);
}
```

What will be returned by the call `getIt(0, 5)`?

- (A) The value at index 5 in `list`, or -1 if `list.length < 5`.
- (B) The value at index `list.length-1` in `list`, or -1 if `list.length < 5`.
- (C) The index of the first occurrence of 5 in `list`, or -1 if 5 does not occur in `list`.
- (D) The index of the last occurrence of 5 in `list`, or -1 if 5 does not occur in `list`.
- (E) The call will cause an `ArrayIndexOutOfBoundsException`.

47. Consider the following two methods that are declared within the same class:

```
public int supplement(int value)
{
    if(value < 50)
        return reduce(value + 10);
    else
        return value;
}

public int reduce(int value)
{
    if(value > 0)
        return supplement(value - 5);
    else
        return supplement(value);
}
```

What will be returned as a result of the call `supplement(40)`?

- (A) 0
- (B) -5
- (C) 50
- (D) 55
- (E) Nothing will be returned due to an infinite recursion.

48. Consider the following two methods that are declared within the same class:

```
public int supplement(int value)
{
    if(value < 50)
        return reduce(value + 10);
    else
        return reduce(value);
}

public int reduce(int value)
{
    if(value > 0)
        return supplement(value - 5);
    else
        return value;
}
```

What will be returned as a result of the call `supplement (40)`?

- (A) 0
  - (B) -5
  - (C) 50
  - (D) 55
  - (E) Nothing will be returned due to an infinite recursion.
49. What is the output by the call `fun (3)`?

```
public void fun (int x)
{
    if (x<1)
    {
        System.out.print(x);
    }
    else
    {
        System.out.print(x);
        fun (x-1);
    }
}
```

- (A) 3 2 1 0 3 2 1 0
- (B) 3 2 1 0
- (C) 3 2 1 0 0 1 2 3
- (D) 0 1 2 3
- (E) Nothing will be printed due to infinite recursion

50. What is the output by the call fun (3)?

```
public int fun (int x)
{
    if (x<1)
        return x;
    else
        return x + fun(x-1);
}
```

- (A) 3 2 1
- (B) 1 2 3
- (C) 6
- (D) 5
- (E) Nothing

51. What is the output by the call fun (3, 6)?

```
public int fun (int x, int y)
{
    if (y==2)
        return x;
    else
        return fun (x, y-1) + x;
}
```

- (A) 3 3 3 3 3
- (B) 12
- (C) 18
- (D) 15
- (E) 243

52. Consider the problem of determining the value of an investment (`amt`) that has a given interest rate (`rate`), compounded annually, after a given period of years (`yrs`). Each of the following methods correctly computes the value. You may assume all variables have been properly initialized.

```
public double method1 (double amt, int yrs, double rate)
{
    if (yrs >=1)
        for (int y=1; y<=yrs; y++)
            amt += rate*amt;
    return amt;
}
```

```
public double method2 (double amt, int yrs, double rate)
{
    if (yrs < 1)
        return amt;
    else
        return method2 (amt, yrs-1, rate) +
            method2 (amt, yrs-1, rate)*rate;
}
```

```
public double method3 (double amt, int yrs, double rate)
{
    amt = amt * Math.pow((1+rate), yrs);
}
```

For a large number of years, which statement below best characterizes the execution efficiency of the three code segments?

- (A) Method 1 is more efficient than 2 or 3 because it is the most straightforward and understandable method.
- (B) Method 2 is more efficient than 1 or 3 because recursion is always the most efficient solution.
- (C) Method 3 is more efficient than 1 or 2 because it requires fewer operations.
- (D) Methods 1 and 2 are more efficient than 3 because they do not call a method from another class.
- (E) Methods 1, 2, and 3 execute equally efficiently.

53. Consider the following recursive method:

```
public static int seq (int x)
{
    if (x<=1 || x==3)
        return x;
    else
        return (seq(x-1) + seq(x-2));
}
```

What value will be printed by the call `seq(5)` ?

- (A) 1
- (B) 3
- (C) 4
- (D) 7
- (E) 11

54. A programmer has mistakenly typed a 2 instead of a 1 in the recursive call in the following search method. What will be the result of starting a search at position 0?

```
// precondition:  returns first index of key within a at or
//               after position start
//               returns -1 if key is not present

public int research (Object [] a, Object key, int start)
{
    if (start == a.length)
    {
        return -1;
    }
    else if (a[start].equals(key))
    {
        return start;
    }
    else
    {
        return research(a, key, start+2);
        // should have been start+1;
    }
}
```

- (A) The search will still work, but less efficiently than with the “+1.”
- (B) The correct value will be returned only when the key is found in an even numbered location.
- (C) The correct value will be returned only when the length of the array is even.
- (D) An `IndexOutOfBoundsException` will be thrown whenever length of array is odd.
- (E) None of these explanations correctly describes when the code will work.

55. Consider the recursive method `minVal` that is intended to return the smallest value among the first `n` values in array `a`.

```
public static int minVal (int []a, n)
{
    if (n==1)
        return <missing code 1>;
    int min = minVal (a, n-1);
    if (min < a[n-1])
        return <missing code 2>;
    else
        return <missing code 3>;
}
```

Which of the following should be used to complete the three return statements?

	<missing code 1>	<missing code 2>	<missing code 3>
(A)	a[0]	min	a[n]
(B)	a[0]	a[n]	min
(C)	a[1]	a[ <code>min</code> ]	a[n-1]
(D)	a[1]	a[ <code>min</code> ]	a[ <code>min</code> -1]
(E)	a[0]	min	a[n-1]

56. Consider the following method:

```
//precondition: num>=0

public static void mystery (int num)
{
    if (num >1)
        mystery (num/2);
    System.out.print(num%2);
}
```

What is the best postcondition for `mystery`?

- (A) Reverses the digits of `num`
- (B) Prints the remainder when `num` is divided by 2
- (C) Prints one-half `num`
- (D) Prints the square root of `num`.
- (E) Prints the binary representation of `num`.

57. Which of the following statements about recursive algorithms are true?

- I. Recursive algorithms must feature a number as one of their inputs
- II. Recursion is best used when there is an identifiable general case and an identifiable simplest case.
- III. Some algorithms, such as binary search, require the use of recursion.

- (A) I only
- (B) II only
- (C) III only
- (D) Exactly two of the statements are true.
- (E) All three of the statements are true.

58. Consider the following method:

```
public void mysteryMix (String str)
{
    int len = str.length();
    if (len >=3)
    {
        mysteryMix (str.substring(0,len/3));
        System.out.print (str.substring(len/3, 2*len/3));
        mysteryMix (str.substring(2*len/3));
    }
}
```

What is the output when `mysteryMix ("la-la-la!")` is called?

- (A) la-la-la!
- (B) ala-a
- (C) ala-la-la-l
- (D) lla-l
- (E) a-la-a!

59. Consider the following method:

```
public void mystery (int n)
{
    int i;
    if (n <= 0)
        return;
    for (i=0; i < n; i++)
    {
        System.out.print("-");
    }
    for (i=0; i < n; i++)
    {
        System.out.print("+");
    }
    System.out.print();
    mystery(n-1);           //recursive call
}
```

What is the output when `mystery (4)` is called?

(A) -----++++

(B) -----++++  
-----++++  
-----++++  
-----++++

(C) -----+  
-----++  
-----+++  
-----++++

(D) -+  
--+  
---+++  
----++++

(E) -----++++  
----+++  
---++  
--+

60. Consider the following method:

```
public void mystery (int n)
{
    int i;
    if (n <= 0)
        return;
    mystery(n-1);                //recursive call

    for (i=0; i < n; i++)
    {
        System.out.print("-");
    }
    for (i=0; i < n; i++)
    {
        System.out.print("+");
    }
    System.out.print();
}
```

What is the output when `mystery (4)` is called?

(A) -----++++

(B) -----++++  
-----++++  
-----++++  
-----++++

(C) -----+  
-----++  
-----+++  
-----++++

(D) --+  
---++  
----+++  
-----++++

(E) -----++++  
----+++  
---++  
--+