



Solved Exercises

Prog. 1:

Write a program to input a number and reverse the digits of the number by using *recursive* function. Display the new number.

```
// A sample program to reverse a number by using Recursive function
import java.util.*;
class Reverse
{
public static int rev(int n,int r)
{
if(n==0)
return(r);
else
{
r=r*10+n%10;
return(rev(n/10,r));
}
}
public static void main(String args[])
{
Scanner in = new Scanner(System.in);
System.out.println("Enter a number to be reversed");
int num=in.nextInt();
int res=rev(num,0);
System.out.println("Number after reversing the digits\t"+res);
}
}
```

Output:

```
BlueJ: Terminal Window - Computer 10
Options
Enter a number to be reversed
12345
Number after reversing the digits      54321
```

Prog. 2:

Write a program to input a decimal number (base 10) and convert it into its binary equivalent by using the *recursive* function. Display the binary number.

```
// A program to convert a decimal number into its binary equivalent by using Recursive
function
import java.util.*;
class Binary
{
public static int recbin(int n,String s)
{
if(n==0)
return(Integer.parseInt(s));
else
{
s=Integer.toString(n%2)+s;
return(recbin(n/2,s));
}
}
}
```

Output:

```
BlueJ: Terminal Window - Computer 10
Options
Enter a decimal number to be converted into binary
11
Binary equivalent of decimal number    1011
Enter a decimal number to be converted into binary
23
Binary equivalent of decimal number    10111
```

```

    }
    public static void main(String args[])
    {
Scanner in = new Scanner(System.in);
System.out.println("Enter a decimal number to be converted into binary");
int num=in.nextInt();
int res=recbin(num,"");
System.out.println("Binary equivalent of decimal number\t"+res);
    }
}

```

Prog. 3:

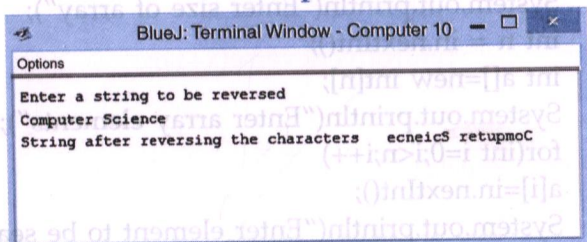
Write a program to input a String and reverse it by using recursive function. Display the new String formed after reversal.

```

// A sample program to reverse a String by using Recursive function
import java.util.*;
class Str_rev
{
public static String reverse(String s, int p, String rev)
{
if(p<0)
return(rev);
else
{
rev=rev+s.charAt(p);
return(reverse(s,p-1,rev));
}
}
public static void main(String args[])
{
Scanner in = new Scanner(System.in);
System.out.println("Enter a string to be reversed");
String st=in.nextLine();
String res=reverse(st,st.length()-1,"");
System.out.println("String after reversing the characters\t"+res);
}
}

```

Output:



Prog. 4:

Write a program to input a set of 'n' numbers (ascending order) in a Single Dimension Array. Enter a number and search whether the number is present among the set of numbers or not by using Binary search technique. If the number is present then display a message "Element is found" otherwise, display "Element is not found". Perform the task by using Recursive technique.

```

// A sample program to perform Binary search by using Recursive function
import java.util.*;
class B_Search
{

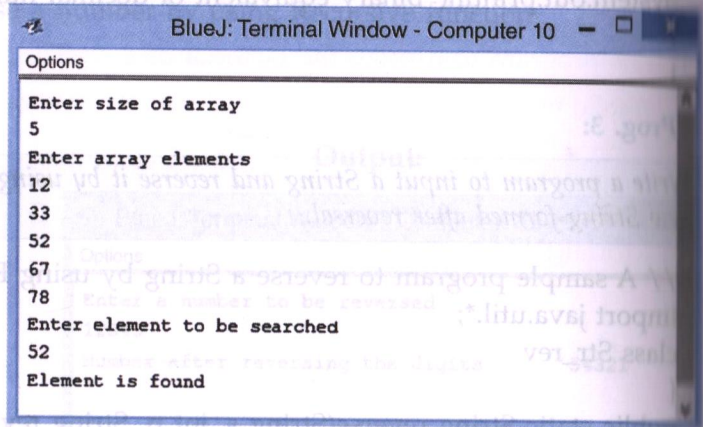
```

```

public static int bsearch(int x[],int l,int h,int ele,int f)
{
//x[] Array containing elements
//ele is element to be searched
//l and h are lower and upper boundary correspondingly
//f is the flag to set 1 if number is found
int mid;
mid=(l+h)/2;
if(l>h || f==1)
return(f);
else
{
if(ele==x[mid])
f=1;
if(ele<x[mid])
h=mid-1;
if(ele>x[mid])
l=mid+1;
return(bsearch(x,l,h,ele,f));
}
}

```

Output:



```

public static void main(String args[])
{
Scanner in = new Scanner(System.in);
System.out.println("Enter size of array");
int n = in.nextInt();
int a[]=new int[n];
System.out.println("Enter array elements");
for(int i=0;i<n;i++)
a[i]=in.nextInt();
System.out.println("Enter element to be searched");
int k=in.nextInt();
int l=0,h=n-1;
int f=0;
int res=bsearch(a,l,h,k,f);
if(res==1)
System.out.println("Element is found");
else
System.out.println("Element is not found");
}
}

```

Prog. 5:

The factorial of a number 'n' is calculated as:

$$n! = n*(n-1)*(n-2)*(n-3)*\dots*1.$$

A class Factorial is declared with the following details:

Class name : Factorial

Data members/Instance variables:

n : to store a number (integer type) greater than zero

f : to store the factorial of a number entered by the user

Number functions/methods:

factorial() : a constructor to assign 0 to *n*

fact(int num) : to find and return the factorial of *num* (*num*>0) using **recursive technique** otherwise, it should return 1 if *num*=0

get(int x) : to assign *x* to *n* and by invoking function *fact()* store the factorial of *n* into *f*. Display the result with a suitable message.

Write the *main()* method to create an object to class *Factorial* and call the function *get(int)*.

// A program to display the factorial of a number

```
import java.util.*;
```

```
public class Factorial
```

```
{
    int n,f;
```

```
    Factorial()
    {
```

```
        n=0;
```

```
        f=0;
```

```
    }
```

```
    int fact(int num)
```

```
    {
```

```
        n=num;
```

```
        if(n==0)
```

```
            return(1);
```

```
        else
```

```
            return(n*fact(n-1));
```

```
    }
```

```
    void get(int x)
```

```
    {
```

```
        n=x;
```

```
        f=fact(n);
```

```
        System.out.println("The factorial of " + x + " is " + f);
```

```
    }
```

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

```
    {
```

```
        int m;
```

```
        Scanner in = new Scanner(System.in);
```

```
        System.out.println("Enter a number for its factorial");
```

```
        m= in.nextInt();
```

```
        Factorial ob=new Factorial();
```

```
        ob.get(m);
```

```
    }
```

```
}
```

```
}
```

```
}
```

```
}
```

```
}
```

```
}
```

```
}
```

```
}
```

```
}
```

```
}
```

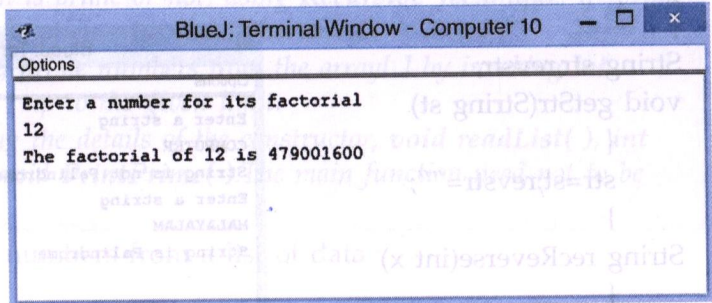
```
}
```

```
}
```

```
}
```

```
}
```

Output:



Prog. 6:

A class *Revstr* defines a recursive function to reverse a string and check whether it is Palindrome or not. The details of the class are given below:

Class name : *Revstr*

Data members/instance variables:

str : to store string

Revst : stores the reverse string

Member functions/methods :

void getStr() : to accept the string

void recReverse(int) : to reverse the string using **Recursive Technique**

void check() : to display the original string, its reverse and check whether the string is **Palindrome** or not.

Specify the class **Revstr** giving the details of the functions **void getStr()**, **void recReverse()** and **void check()**. The **main()** function need not be written.

// A program to display reverse String using recursive function

import java.util.*;

public class Revstr

{

String str,revstr;

void getStr(String st)

{

str=st;revstr="";

}

String recReverse(int x)

{

if(x==str.length())

return(revstr);

else

revstr=revstr+str.charAt((str.length()-1)-x);

return(recReverse(x+1));

}

void check()

{

if(str.equals(recReverse(0)))

System.out.println("String is Palindrome");

else

System.out.println("String is not Palindrome");

}

public static void main(String args[])

{

String st;

Scanner in=new Scanner(System.in);

Revstr ob = new Revstr();

System.out.println("Enter a string");

st=in.next();

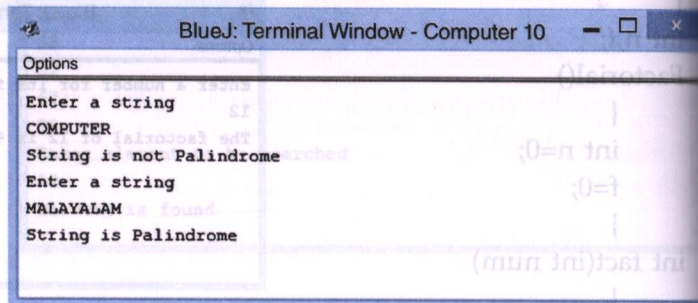
ob.getStr(st);

ob.check();

}

}

Output:



Prog. 7:

A class `Prime_Series` defines a recursive function to find the prime numbers from a list of data. The details of the class are given below:

class name : `Prime_Series`

data members/instance variables:

`limit` : to store the limit of the integers

`arr` : to create an integer array (maximum size 150)

Member functions/methods:

`Prime_Series()` : constructor to assign 0 to limit and `arr[]`

`readList()` : to accept the limit and input the integers in array `arr[]` up to the limit.

`IsPrime(int num)` : to check `num` is prime or not, using **Recursive Technique**. If prime then the function returns 1, otherwise 0.

`PrintPrime()` : to display prime numbers from the array `arr[]` by invoking `IsPrime()` up to the given limit.

Specify the class `Prime_Series` giving the details of the constructor, `void readList()`, `int IsPrime(int num, int j, int f)` and `void PrintPrime()`. The main function need not to be written.

// A program to display prime numbers from a list of data

```
import java.util.*;
```

```
public class Prime_Series
```

```
{
    Scanner in=new Scanner(System.in);
```

```
    int limit;
```

```
    int arr[]=new int[150];
```

```
    Prime_Series()
```

```
    {
```

```
        int i;
```

```
        for(i=0;i<150;i++)
```

```
        {
```

```
            arr[i]=0;
```

```
        }
```

```
    }
```

```
    void readList()
```

```
    {
```

```
        int j;
```

```
        System.out.println("Enter the number of elements to store:");
```

```
        limit= in.nextInt();
```

```
        System.out.println("Enter the elements:");
```

```
        for(j=0;j<limit;j++)
```

```
        {
```

```
            arr[j]=in.nextInt();
```

```
        }
```

```
    }
```

```
    int Isprime(int num,int j,int f)
```

```
    {
```

```
        if(j==num)
```

```
            return(f);
```

```
        else
```

```
        {
```

```
            if(num%j==0)
```

```

        f=0;
        return(Isprime(num,++j,f));
    }
}

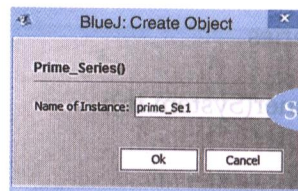
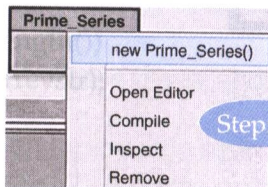
void PrintPrime()
{
    int v;
    for(int i=0;i<limit;i++)
    {
        v=Isprime(arr[i],2,1);
        if(v==1)
            System.out.println("Number"+arr[i]+" is prime");
    }
}
}

```

Execution of the program:

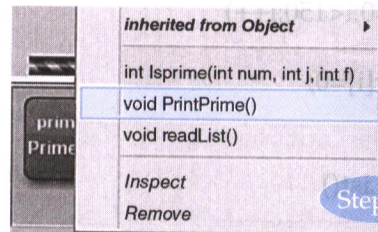
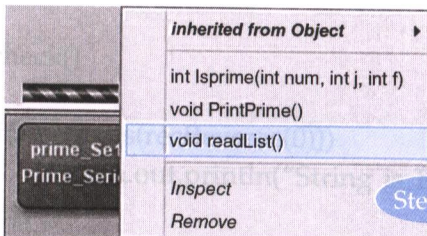
Step 1: Right click Prime_Series, and select newPrime_Series()

Step 2: Click Ok on Create Object window.



Step 3: Select voidreadList() to enter the elements in the array

Step 4: Select and click PrintPrime().



Step 5: It displays the output on the Terminal Window.

