RECURSION

Recursion is defined as the function that calls itself repeatedly until condition is reached. But while using **recursion**, programmers need to be careful to define an exit condition from the function; otherwise it will go into an infinite loop.

Syntax:

```
Function1()
{
    Function1();
}
```

Example:

Calculating the factorial of a number

```
Fact (n)= n*fact(n-1);

6! = 6*fact(n);

6! = 6 *5*fact(4)

6! = 6 * 5 * 4 * fact(3)

6! = 6 * 5 * 4 * 3 * fact(2)

6! = 6 * 5 * 4 * 3 * 2 * fact(1)

6! = 6 * 5 * 4 * 3 * 2 * 1

6!=120
```

Advantage of recursion

- Recursion makes program elegant and cleaner.
- All algorithms can be defined recursively which makes it easier to visualize and prove.
- Reduce unnecessary calling of function
- Easy to solve complex problems

Direct Recursion:

A function is directly recursive if it calls itself.

```
A() {
    ....
    A(); // call to itself
```

}

Indirect Recursion:

Function calls another function, which in turn calls the original function.

```
A()
{
...
B();
...
}
B()

(
...
A();// function B calls A
...
}
```

Linear Recursion - It makes only one recursive call.

Binary Recursion - It calls itself twice.

N-ary recursion - It calls itself n times.

Program 1: Find factorial using recursion

```
#include<stdio.h>
       #include<conio.h>
       int fact(int);
       void main()
       {
               int n, Result;
               printf("\n Enter any number:");
               scanf("%d", &n);
               Result = fact(n);
               printf ("Factorial value = %d", Result);
               getch();
       }
       int fact (int x)
       {
               if (x == 0)
                       return 1;
               else
                      return x * fact(x - 1);
       }
Output:
       Enter any number: 4
```

Factorial value = 24

Program 2: Find the GCD of Two Positive Integer Numbers

```
#include<stdio.h>
#include<conio.h>
int gcd (int a, int b)
void main ()
{
    int a, b;
    printf("\n Enter the two numbers:");
    scanf ("%d%d", &a, &b);
```