

CSC 148 Winter 2017

Week 5

Recursion (continued)

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Assignment 1

- Quick demo ...
- MarkUs submission ...



Test 1

- Coverage:
 - Class design
 - Abstract data types
 - Recursion



Towers of Hanoi

- Basic problem: 3 pegs (src, dest, aux), n discs
- How does it work?
 - 1. Move $n-1$ discs from src to aux
 - 2. Move largest disc remaining from src to dest
 - 3. Move $n-1$ discs from aux to dest
- How do we implement this?



Get some turtles to draw

- Spawn some turtles, point them in different directions, get them to draw a little and then spawn again ...
- Try out `tree_burst.py`
- Not all recursion must return a useful value to its caller!
 - Notice that `tree_burst` returns `NoneType`: we use it for its side-effect (drawing on a canvas) rather than returning some value!