



# WEEK 7

ASSEMBLY OF TEARS



# TODAYS PLAN

- Tutor Task
  - Factorial
  - Toolbox
  - Quicksort
  - Assembly



# TUTOR TASKS



FACTORIAL

# FACTORIAL – HEAD VS TAIL RECURSION

```
public void tail(int n)
{
    if(n == 1)
        return;
    else
        System.out.println(n);

    tail(n-1);
}
```

```
public void head(int n)
{
    if(n == 0)
        return;
    else
        head(n-1);

    System.out.println(n);
}
```

# FACTORIAL – HEAD VS TAIL RECURSION

- Tail Recursion:      Recursion call is at the end of the method
- Head Recursion:      Recursion call is at the start of the method

# FACTORIAL – HEAD VS TAIL RECURSION

- Tail Recursion: Recursion call is at the end of the method
- ~~Head Recursion: Recursion call is at the start of the method~~

# FACTORIAL – HEAD VS TAIL RECURSION

- How to Remember:

Tail Recursion:

Nothing comes after the tail



# FACTORIAL – HEAD VS TAIL RECURSION

- More Reading: <https://www.cs.cmu.edu/~adamchik/15-121/lectures/Recursions/recursions.html>

# FACTORIAL

$$n! = \prod_{i=1}^n i \quad (n \geq 1)$$
$$0! = 1$$

- Implement factorial using
  - Iterative
  - Head Recursion
  - Tail Recursion
    - Advisable to use a help method:
      - `private static int facTailRecHelper(int n, int k)`



# TOOLBOX

# TOOLBOX

- No loops allowed
  - No while
  - No for
- Use Recursion

# TOOLBOX – ISEVEN

- Boolean isEven(int n)
  - True if Even
  - False if Odd

# TOOLBOX – EVEN SUM

Public static int evenSum(int n)

- Sum all even numbers from n to 0 (also negatives)

- $F(8) := 8+6+4+2(+0) = 20$

- $F(-8) := -8+-6+-4+-2(+0) = -20$

- No \*, /, % allowed

- Do use isEven

# TOOLBOX – MULTIPLICATION

Public static int multiplication(int x, int y)

- Implement multiplication via addition recursively

# TOOLBOX – ARRAY REVERSION

Public static void reverse(int[] m)

- Reverse an array recursively
- Without the creation of temporary arrays



# TOOLBOX – ARRAY REVERSION

Public static int numberOfOddIntegers(int[] m)

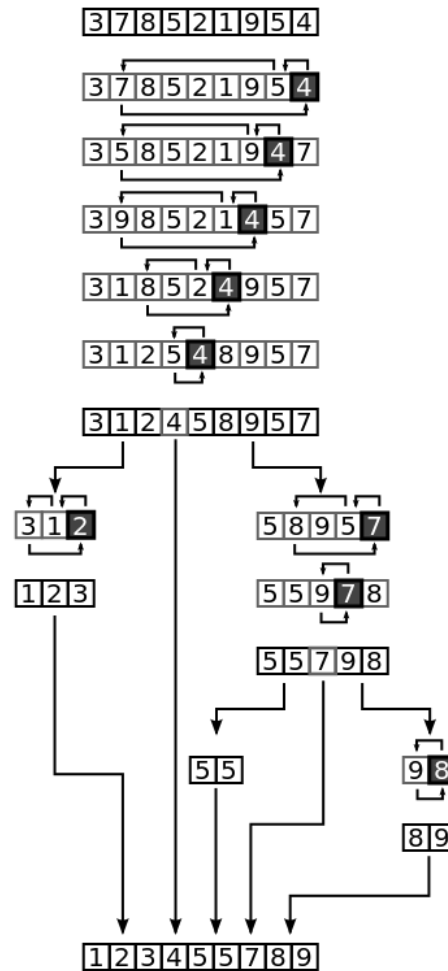
- Count recursively how many integers are odd

# TOOLBOX – ARRAY REVERSION

Public static int filterOdd(int[] m)

- Create a new array with only the odd numbers
- In order of the original array

# QUICKSORT



# QUICKSORT – DEMO

■ Doing Quicksort with [5 | 3 9 | 5 3]

# QUICKSORT – IMPLEMENTATION

- `Void swap(int[] numbers, int i, int j)`
- `Int partition (int[] numbers, int left, int right)`
  - `Numbers[right] = pivot element`
  - Array between left and right inclusive of pivot should be swapped according to quicksort
- Implements Quicksort
- Write a suitable main method that generates a random array
  - `Math.random()`
  - `ran Random = new Random();`
    - From `java.util.Random`



# ASSEMBLY

# ASSEMBLY

- 10 Minutes Reading time for the homework
- Most details on assembly are written there

# ASSEMBLY – LINE BY LINE

```
1  IN
2  IN
3  LDI ggt
4  CALL 2
5  OUT
6  HALT
```

- In gets input via a method like Read() and is placed in the stack
- A 16 Bit Address of ggt is loaded onto the stack
- Call the function with the two parameters (the order of which is the stack order)
- Output value at top of stack
- End Program



# ASSEMBLY – LINE BY LINE

```
8 | // 2 Argumente (a bei -1, b bei 0)
9 | ggt:           ■ Function declaration
10| ALLOC 1       ■ Reserves space for 1 variable (1x 16 bits)
```

# ASSEMBLY – LINE BY LINE

```
11 // Tausch von größerer Zahl nach vorne
12 LDS -1      ■ Copy variable 1 into the stack
13 LDS 0       ■ Copy variable 2 into the stack
14 JLT loop    ■ If var1 < var2 Jump to Next Step
15 LDS 0       ■ Else
16 LDS -1      ■ Copy Var2 into the stack
17 STS 0       ■ Copy Var1 into the stack
18 STS -1      ■ Save Var2 to Var1's location
                ■ Save Var1 to Var2's location
```

# ASSEMBLY – LINE BY LINE

```
19 // Hauptschleife
20 loop:           ■ Loop: Begins here
21 LDS 0          ■ Setup for modulo operation
22 STS 1
23 LDS 0
24 LDS -1        ■ B = b%a
25 MOD
26 STS 0
27 LDS 1         ■ Setup for Jump Not Equal
28 STS -1
29 LDS 0
30 LDI 0
31 JNE loop      ■ If Not Equal, jump back to line 20
32 LDS -1        ■ Copy the result into the stack
33 // Wir geben zwei Argumente und eine lokale Variable frei
34 RETURN 3
```