CS 136

Tutorial 01 – Introduction & Recursion in C
Today’s Topics

In no particular order:
• Introduction
• COVID Regulations
• Section 1
• Section 2
• Seashell
• Recursion
Introduction

I...! You...?
COVID Regulations

...
Section 1

Who has read it?

Any questions?

What I think is important:
  Understand how your mark is calculated.
Section 2

Who has read it?

Any questions?

What I think is important:

- Operator precedence: it's like Math but more complicated (p. 7)
- / and %: shifting to vs. taking from the right (p. 9 + 10)
- Documentation: it's not for us, it's for YOU!!! (p. 21)
- Using tracing-tools: trace_int, trace_bool, etc. (p. 32)
- bool vs. int: what does it mean for C? (p. 38)
- if ... else if ... else and return: what means control may reach end of non-void function? (p. 53)
Seashell

Who has read used Seashell already; who has completed A0?

Tips & Tricks
   Deleting file
   Renaming file

Debugging
   Use tracing-tools
   Pin-point errors by “commenting out” code via /* */
Exercise: fact(n) — fact_simple.c

// fact(n) calculates n!.
// requires: ???
int fact(int n) {
    // your implementation goes here
}

Exercise: \texttt{sum(n)} — \texttt{sum_acc.c}

// \texttt{sum(n)} calculates the sum of 0 ... n.
// requires: ???
int \texttt{sum(int n)} {
    // your implementation goes here
}

Exercise: mult(a, b) — mult_simple.c

// mult(a, b) calculates a * b.
// requires: ???
int mult(int a, int b) {
    // your implementation goes here
}

// your implementation goes here