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//*****
//In the beginning on your answer sheet, please acknowledge that
// (i) no compilers or internet search are used in the test,
// (ii) only the (e)textbooks and your own notes are used, and
// (iii) you will not reveal this problem set to any other people.
//→
//Violation is viewed as cheating.
//*****
//
//Record your answers in a WORD document and submit it under Canvas
//    in the end.
//Please write down in the WORD document
//    the output(s) that would be generated
//    by the main function
//    when it calls each of following functions one by one.

    //recursionf1_Demo();
    //recursionf2_DemoA();
    //recursionf2_DemoB();
    //exchange1ADemo();
    //exchange1BDemo();
    //exchange2ADemo();
    //exchange2BDemo();
    //pointerDemo();
    //vectorIteraterDemo();

//*****
// The program:
//*****
#include <iostream>           //inclusion of support for doing input & output
#include <vector>             //inclusion of support for doing input & output
using namespace std;        //declare access to standard stuff like cin, cout

//*****
// recursion
//*****
int f1( int n)
{
    if (n <= 0)
        return 0;
    else
        return n*n + f1(n-1);
}

void recursionf1_Demo()
{
    cout << endl << endl
        << "*****" << endl << endl
        << endl << endl ;
    //*****
    //On your answer sheet, describe what should be the output below.
    //*****
    cout << "recursion_f1_Demo(): " << endl;
    for (int i=0; i<5; i++)
        cout << f1(i) << endl;

    cout << endl;
}

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int f2( vector<int> & vec, int i, int j)
{
    //Base case
    if ( i == j)
        return vec[i];

    //Divide-and-conquer recursion below:
    int middle;
    middle = (i+j)/2;

    int x, y;
    x = f2(vec, i, middle);
    y = f2(vec, middle+1, j);

    if (x>y)
        return x;
    else
        return y;
}

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void recursionf2_DemoA()
{
    cout << endl << endl
         << "*****" << endl << endl
         << endl << endl ;

    vector<int> v;
    v.resize(5);

    //*****
    // Initialization:
    //*****
    for (int i=0; i<5; i++)
        v[i] = i;

    //*****
    //On your answer sheet, describe what should be the output below.
    //*****
    cout << "recursion_f2_DemoA():Part I: " << endl;
    for (int i=0; i<5; i++)
        cout << f2(v, i, i) << endl;

    cout << endl;

    //*****
    //On your answer sheet, describe what should be the output below.
    //*****
    cout << "recursion_f2_DemoA():Part II: " << endl;
    for (int i=0; i<4; i++)
        cout << f2(v, i, i+1) << endl;

    cout << endl;
}

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//*****
//On your answer sheet, describe what should be the output below.
//*****
cout << "recursion_f2_DemoA():Part III: " << endl;
for (int i=0; i<3; i++)
    cout << f2(v, i, i+2) << endl;

cout << endl;

//*****
//On your answer sheet, describe what should be the output below.
//*****
cout << "recursion_f2_DemoA():Part IV: " << endl;
for (int i=0; i<2; i++)
    cout << f2(v, i, i+3) << endl;

cout << endl;
}

void recursionf2_DemoB()
{
    cout << endl << endl
        << "*****" << endl << endl
        << endl << endl ;

    vector<int> v;
    v.resize(5);

    //*****
    // Initialization:
    //*****
    for (int i=0; i<5; i++)
        v[i] = 4-i;

    //*****
    //On your answer sheet, describe what should be the output below.
    //*****
    cout << "recursion_f2_DemoB: Part I: " << endl;
    for (int i=0; i<5; i++)
        cout << f2(v, i, i) << endl;

    cout << endl;

    //*****
    //On your answer sheet, describe what should be the output below.
    //*****
    cout << "recursion_f2_DemoB: Part II: " << endl;
    for (int i=0; i<4; i++)
        cout << f2(v, i, i+1) << endl;

    cout << endl;
}

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//*****
//On your answer sheet, describe what should be the output below.
//*****
cout << "recursion_f2_DemoB: Part III: " << endl;
for (int i=0; i<3; i++)
    cout << f2(v, i, i+2) << endl;

cout << endl;

//*****
//On your answer sheet, describe what should be the output below.
//*****
cout << "recursion_f2_DemoB: Part IV: " << endl;
for (int i=0; i<2; i++)
    cout << f2(v, i, i+3) << endl;

cout << endl;
}

//*****
//Reference parameters, reference types, and pointers
//*****

void exchange1A(int & x, int y)
{
    int temp;
    temp = x;
    x = y;
    y = temp;
}

void exchange1ADemo()
{
    cout << endl << endl
        << "*****" << endl << endl
        << endl << endl ;

    int p=100, q=0;
    exchange1A(p, q);

//*****
//On your answer sheet, describe what should be the output below.
//*****
cout << "exchange1ADemo(): " << endl;
cout << "p = " << p << ", q = " << q << endl;

}

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void exchange1B(int x, int & y)
{
    int temp;
    temp = x;
    x = y;
    y = temp;
}

void exchange1BDemo()
{
    cout << endl << endl
        << "*****" << endl << endl
        << endl << endl ;

    int p=100, q=0;
    exchange1B(p, q);
    //*****
    //On your answer sheet, describe what should be the output below.
    //*****
    cout << "exchange1BDemo():" << endl;
    cout << "p = " << p << ", q = " << q << endl;
}

void exchange2A(int * x, int * y)
{
    int * tempPtr;
    tempPtr = x;
    x = y;
    y = tempPtr;
}

void exchange2ADemo()
{
    cout << endl << endl
        << "*****" << endl << endl
        << endl << endl ;

    int p=100, q=0;
    exchange2A(&p, &q);

    //*****
    //On your answer sheet, describe what should be the output below.
    //*****
    cout << "exchange2ADemo():" << endl;
    cout << "p = " << p << ", q = " << q << endl;
}

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void exchange2B(int * x, int * y)
{
    int * tempPtr;
    tempPtr = x;
    x = y;
    y = tempPtr;

    int temp;
    temp = *x;
    *x = *y;
    *y = temp;
}

void exchange2BDemo()
{
    cout << endl << endl
         << "*****" << endl << endl
         << endl << endl ;

    int p=100, q=0;
    exchange2B(&p, &q);
    //*****
    //On your answer sheet, describe what should be the output below.
    //*****
    cout << "exchange2BDemo():" << endl;
    cout << "p = " << p << ", q = " << q << endl;
}

//*****
// Pointers and memory allocation
//*****
void pointerDemo()
{
    cout << endl << endl
         << "*****" << endl << endl
         << endl << endl ;

    int size =10;

    int * ptr;
    ptr = new int [size];

    //Storage allocated!
    //Store values into the vectos:
    for (int i=0; i< size; i++)
        ptr[i] = 0;

    int * itr;
    itr = ptr;

    *itr= 1;

    itr = itr+5;
    *itr = 1;
}

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itr = itr-3;
*itr = 1;

itr++;
*itr = 1;

itr[5] = 1;
*(itr+6) = 1;

//*****
//On your answer sheet, describe what should be the output below.
//*****
cout << "pointerDemo(): " << endl;
for (int i=0; i< size; i++)
    cout << ptr[i] << endl;

}

//*****
//vectors and the use of iterators
//*****
void vectorIteraterDemo()
{
    int size;
    cout << endl << endl
        << "*****" << endl << endl
        << endl << endl ;

    vector<int> v;
    v.resize(10);

    //Storage allocated!
    //Store values into the vectos:
    for ( vector<int>::iterator itr= v.begin();
          itr<v.end();
          itr++)
    {
        *itr = 0;
    }

    v.insert( v.begin()+2, 1);
    v.insert( v.end(), 1);
    v.erase( v.begin(), v.begin()+2);

    //*****
    //On your answer sheet, describe what should be the output below.
    //*****
    cout << "iteraterDemo(): Part I: " << endl;
    for ( vector<int>::iterator itr= v.begin();
          itr<v.end();
          itr++)
    {

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        cout << *itr << endl;
    }

    vector<int>::iterator itr;
    itr= v.begin();

    *(itr+2) = 1;

    itr++;
    *itr = 1;

    itr = itr + 5;
    *itr = 1;

    itr = itr - 3;
    *itr = 1;

    itr++;
    *itr = 1;

    //*****
    //On your answer sheet, describe what should be the output below.
    //*****
    cout << endl << endl
        << "iteraterDemo(): Part II: " << endl;
    for ( int i = 0;
          i<v.size();
          i++
        )
    {
        cout << v[i]<< endl;
    }
}

int main()
{
    recursionf1_Demo();
    recursionf2_DemoA();
    recursionf2_DemoB();

    exchange1ADemo();
    exchange1BDemo();
    exchange2ADemo();
    exchange2BDemo();

    pointerDemo();
    vectorIteraterDemo();

    // Wait for the user input before ending the program
    char inputCharacter;
    cin >> inputCharacter;

    //Finish the program and return the control to the operating system.
    return 0;
}

```