RECURSION & REFERENCES

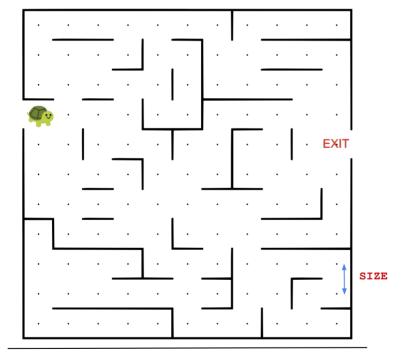
BeTheTurtle

(Full quiz credit for attempting each question)

Oh no! The turtle is stuck in a maze and only knows how to use recursion to get out. Use the step function to trace the path the turtle takes to exit the maze.

- at_exit returns True if the current position is the EXIT.
- wall_at returns True if there is a wall in the given direction relative to the current position.
- visited returns True if the neighboring cell in the given direction has already been visited (assume we are keeping track of this for each cell).

```
1 ANGLES = {'N':90, 'E':0, 'W': 180, 'S': 270}
2 def step():
3
      if at exit():
4
             exit() # terminates the program
      for d in ('N', 'E', 'W', 'S'):
5
6
             if not wall at(d) and not visited(d):
7
                    turtle.setheading(ANGLES[d])
8
                    turtle.forward (SIZE)
9
                    step()
10
                    turtle.setheading(ANGLES[d])
11
                    turtle.backward (SIZE)
```



MutableJumble

```
1 a = ['k', 'm', 'p', 's', ['!', ',', 'n'], 'd']
2 a.append(['t','e','q'])
3 b = a[:]
4 b[-1].sort()
5 a[4].append('r')
6 a[2] = 's'
7 (b[1], b[0]) = (b[0], b[1])
8 b.append('o')
```





BaseCase

If we replaced Line 4 with return (instead of exit()), the turtle would:

- □ Still stop at the maze exit.
- □ Visit every maze cell.
- ☐ Keep turning indefinitely.

See smaller maze on reverse to try this out.

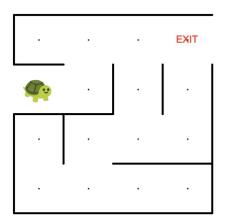
WordSearch

recursion, base, mutable, reference, turtle, tree, level, memory, frame, docstring

FDOCSTRING
RITCTURTLE
AERAGDQRAM
MREFERENCE
EHEYUMKEPE
RRECURSION
MEMORYVQJB
GFITOOSOGA
EURPLEVELS
UOMUTABLEE

Evaluate the code on the left and then insert the characters labeled by the underlined list entries in the message below.

RECURSION & REFERENCES



Here is a smaller maze for the **BaseCase** question.

TurtleChallenge (optional)

