

```
def rec(x, y):
```

```
    if y > 0:
```

```
        return x * rec(x, y-1)
```

```
    return 1
```

rec(3, 2)

Frames

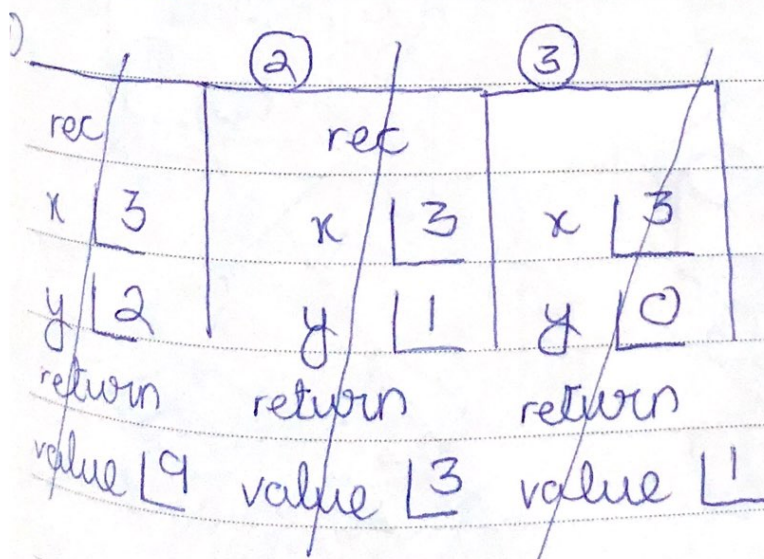
Global

rec

Objects

function

rec(x, y)



① $y > 0$ = true for $y = 2$

↳ return $3 * \text{rec}(3, 2-1) = \textcircled{9}$

→ $\text{rec}(3, 1)$ ←

② $1 > 0$ = true for $y = 1$

return $3 * \text{rec}(3, 1-1) = \textcircled{3}$

→ $\text{rec}(3, 0) = \textcircled{1}$

③ $0 > 0$ = false for $y = 0$

return → 1