

Tracing

Modify the code in the starter questions (as little as possible, often just 1-2 numbers) to yield the following output. Try to solve it on paper first then you can check in the compiler

```
trace1() =  
14 10
```

```
trace2() =  
36
```

```
trace3(7) =  
2
```

```
trace4() =  
7 0
```

```
trace5(6) =  
3
```

```
trace6(20) =  
27 3
```

```
trace7(8, 15) =  
23
```

```
trace8() =  
9 8
```

```
trace9(50) =  
17 52
```

```
trace10(5) =  
20
```