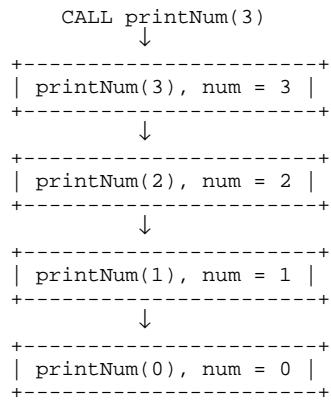


# Recursion Stack: Graphical Visuals

## 1. Stack Growth (Call Phase)



## 2. Stack Unwinding (Return Phase)

```
RETURN Phase (values preserved per frame)

POP printNum(0)
+-----+
| printNum(1), num = 1 |
+-----+

POP printNum(1)
+-----+
| printNum(2), num = 2 |
+-----+

POP printNum(2)
+-----+
| printNum(3), num = 3 |
+-----+

POP printNum(3)
```

## 3. Frame Structure

