```
public class Fib {
public class Fib{
                                                    public Fib();
public int fibonacci(int n) {
                                                      Code:
                                                         0: aload 0
   if(n == 0){
                                                         1: invokespecial #1
                                                                                              // Method java/lang/Object."<init>":()V
        return 0;
    else if(n == 1)
                                                         4: return
     return 1;
                                                    public int fibonacci(int);
    }else{
      return fibonacci(n - 1) + fibonacci(n - 2);
                                                      Code:
                                                         0: iload 1
                                                         1: ifne
                                                                          6
                                                         4: iconst 0
                                                         5: ireturn
                                                         6: iload 1
                                                         7: iconst 1
                                                         8: if icmpne
                                                                          13
                                                        11: iconst 1
                                                        12: ireturn
                                                        13: aload 0
                                                        14: iload 1
                                                        15: iconst 1
                                                        16: isub
                                                        17: invokevirtual #2
                                                                                              // Method fibonacci:(I)I
                                                        20: aload 0
                                                        21: iload 1
```