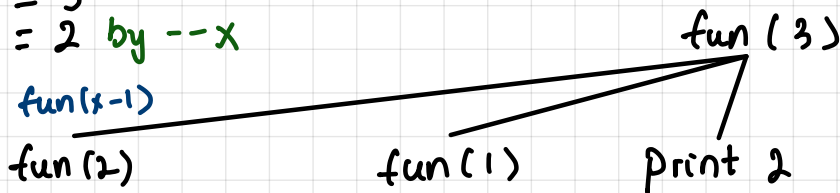


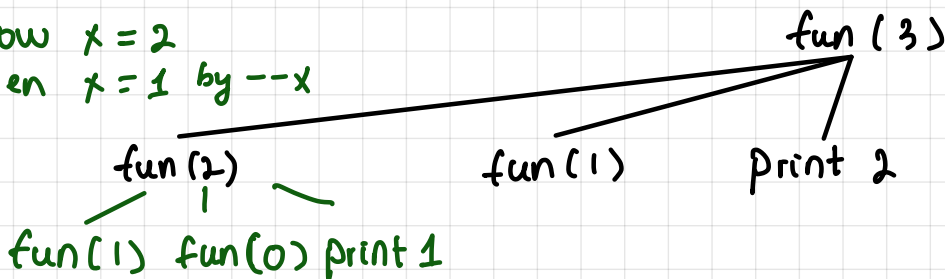
```
void fun(int x) {  
    if (x >= 0) {  
        fun(x-1);  
        --x;  
        fun(x-1);  
        cout << x << " ";  
    }  
}
```

what is fun(3)?

$x = 3$
 $f = 2$ by $--x$

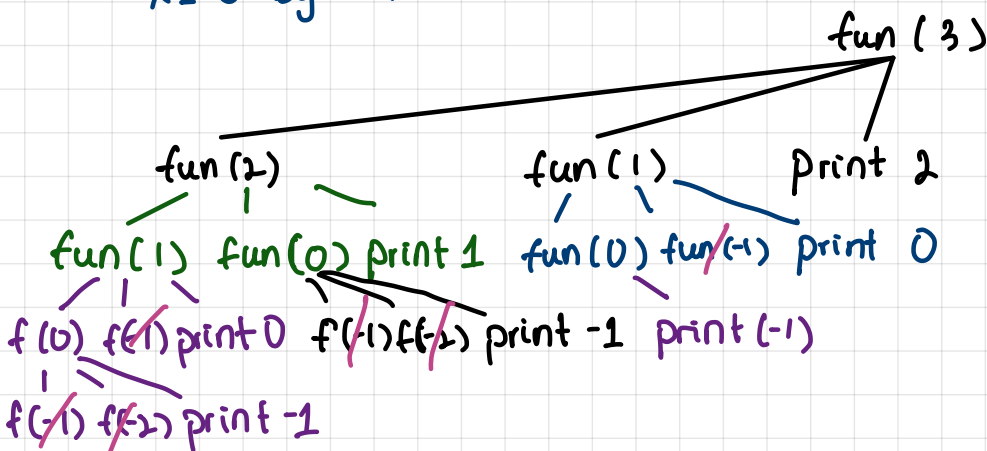


now $x = 2$
then $x = 1$ by $--x$



now $x = 1$
then $x = 0$ by $--x$

when $x = 0$
then $x = -1$



$-1, 0, -1, -1, 1, -1, 0, 2$