#include<stdio.h>  
int recurse(int i)  
{  
 if(i==0)  
 return 0;  
 else  
 recurse(i-1);  
}  
int main()  
{  
 int i = 8;  
 recurse(i);}

1. Write the address of stack pointer when it used for the first time.
2. How does lr value gets updated in consecutive call, Is stack used?
3. If the program has to run without the use of stack, at the same time the number of function calls should be as much as   
   possible, how would you change the code?

Note: Command to check content of current stack frame

info frame

<https://web.mit.edu/gnu/doc/html/gdb_8.html>

Use ni for going to a next instruction

Use b with address \*address to go to a location