#include <iostream>

#include <stdio.h>

#include <stdlib.h>

using *namespace* std;

*void* funB(*int* *n*); *//// his step is important to avoid fun b not declared in this scope error*

*void* funA(*int* *n*){

    if (*n*>0)

    {

        printf("%d ",*n*);

        funB(*n*-1);

    }}

*void* funB(*int* *n*){

    if (*n*>1){

        printf("%d ",*n*);

        funA(*n*/2);

    }

}

*int* main (){

*int* x=20;

         funA(x);

         return 0;

   }

