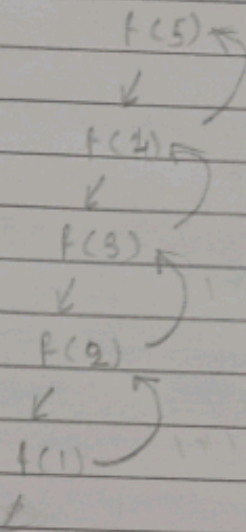


fact (num-1, factorial * num);

f(0)
f(1)
f(2)
f(3)
f(4)
f(5)



5x1
 fact (5, 1) {
 if (x) ✓
 fact (5-1, factorial * num)
 fact (4, 5x1) {
 if (x) ✓
 fact (3, factorial * num)

5x4
 fact (3, 20) {
 if (x) ✓
 fact (3-1, factorial * num)

20x3
 fact (2, 60) {
 fact (2-1, factorial * num)

60x2
 fact (1, 120) {
 if (num == 0 || num == 1)
 sop (factorial)
 return

y

fact (num-1, factorial * num);

2) main() {
factorial = 1;

SOP (facto(num, factorial));
}

int facto (int num, int factorial) {
if (num == 0 || num == 1) {
return factorial; }

return facto (num-1, factorial * num)

facto (4, 1) {

if () X

facto (4-1, 1 * 4)

facto (3, 4) {

if () X

facto (3-1, 4 * 3)

if () X

facto (2, 12 * 2)

facto (1, 24)

if (num == 0 || num == 1)

return factorial;

fact (1, 120) {

if (num == 0 || num == 1)

return

P1
P2
P3
P4

f(4)

↓

f(3)

↓

f(2)

↓

f(1)