valor inicial: d=6

Imprime: | 0 1 1 2 3 5 8

```python
    def misterio(a, b, c, d):
0       if c == 0:
1           yield a
2           for x in misterio(b, a, b, d - 1):
3               yield x
4       elif d > 0:
5           for x in misterio(a, b + 1, c - 1, d):
6               yield x

7   for x in misterio(0, 1, 0, d + 1):
8       print(x)
```

Global

Misterio	Proc
x	0 1 2 3 5 8
▼ pc	7 8 7 8 7 8 7 8 7 8 7 8 7 8

Row 1 (top):

x 1 2 3 5 8	x 1 2 3 5 8	x 1 2 3 5 8	x 1 2 3 5 8
d 7	d 6	d 6	d 5
c 0	c 1	c 0	c 1
b 1	b 0	b 1	b 1
a 0	a 1	a 1	a 1
pc 0 1 2 3 2 3 2 3 2 3 2 3 2	pc 0 4 5 6 5 6 5 6 5 6 5 6 5	pc 0 1 2 3 2 3 2 3 2 3 2 3 2	pc 0 4 5 6 5 6 5 6 5 6 5 6 5

Row 2 (middle):

x 0 3 5 8	x 2 3 5 8	x 2 3 5 8	x 3 5 8
d 5	d 4	d 4	d 4
c 0	c 2	c 1	c 0
b 2	b 1	b 2	b 3
a 1	a 2	a 2	a 2
pc 0 1 2 3 2 3 2 3 2 3 2	pc 0 4 5 6 5 6 5 6 5 6 5	pc 0 4 5 6 5 6 5 6 5 6 5	pc 0 1 2 3 2 3 2 3 2

Row 3 (bottom):

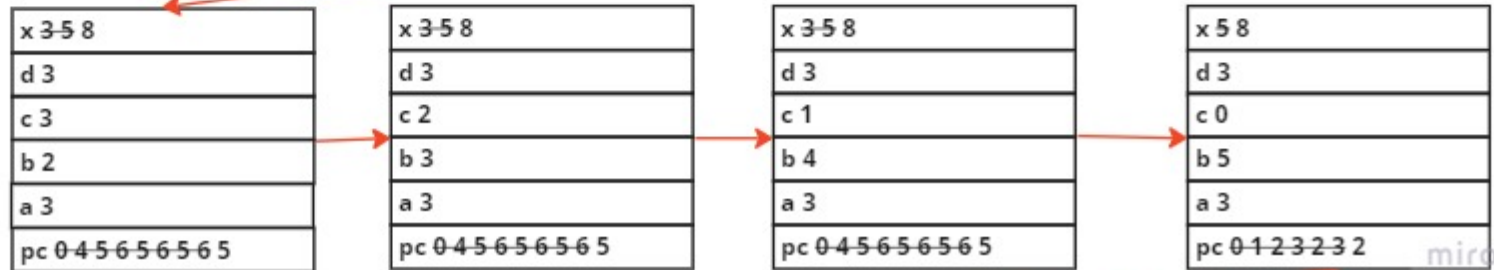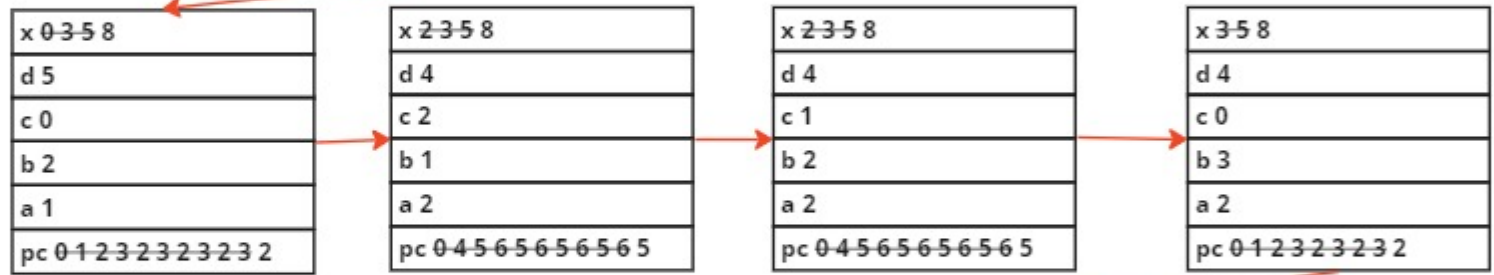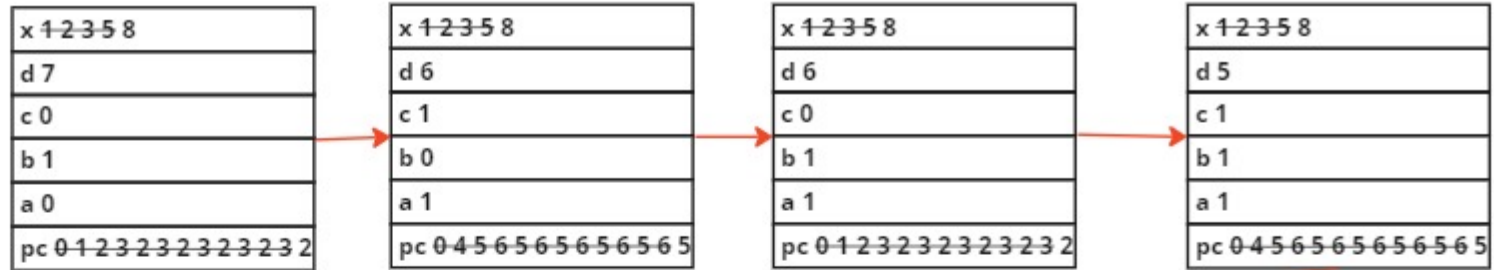|			
x 3 5 8	x 3 5 8	x 3 5 8	x 5 8
d 3	d 3	d 3	d 3
c 3	c 2	c 1	c 0
b 2	b 3	b 4	b 5
a 3	a 3	a 3	a 3
pc 0 4 5 6 5 6 5 6 5	pc 0 4 5 6 5 6 5 6 5	pc 0 4 5 6 5 6 5 6 5	pc 0 1 2 3 2 3 2

miro

valor inicial: d=6

Imprime: 0 1 1 2 3 5 8

```
   def misterio(a, b, c, d):
0      if c == 0:
1          yield a
2          for x in misterio(b, a, b, d - 1):
3              yield x
4      elif d > 0:
5          for x in misterio(a, b + 1, c - 1, d):
6              yield x

7  for x in misterio(0, 1, 0, d + 1):
8      print(x)
```

Global

Misterio	Proc
x	0 1 2 3 5 8
pc	7 8 7 8 7 8 7 8 7 8 7 8 8

Row 1:

x 5 8	x 5 8	x 5 8	x 5 8
d 2	d 2	d 2	d 2
c 5	c 4	c 3	c 2
b 3	b 4	b 5	b 6
a 5	a 5	a 5	a 5
pc 0 4 5 6 5 6 5	pc 0 4 5 6 5 6 5	pc 0 4 5 6 5 6 5	pc 0 4 5 6 5 6 5

Row 2:

x 5 8	x 8	x 8	x 8
d 2	d 2	d 1	d 1
c 1	c 0	c 8	c 7
b 7	b 8	b 5	b 6
a 5	a 5	a 8	a 8
pc 0 4 5 6 5 6 5	pc 0 1 2 3 2	pc 0 4 5 6 5	pc 0 4 5 6 5

Row 3:

x 8	x 8	x 8	x 8
d 1	d 1	d 1	d 1
c 6	c 5	c 4	c 3
b 7	b 8	b 9	b 10
a 8	a 8	a 8	a 8
pc 0 4 5 6 5	pc 0 4 5 6 5	pc 0 4 5 6 5	pc 0 4 5 6 5

Row 4:

x 8	x 8	x -	x -
d 1	d 1	d 1	d 0
c 2	c 1	c 0	c 13
b 11	b 12	b 13	b 8
a 8	a 8	a 8	a 13
pc 0 4 5 6 5	pc 0 4 5 6 5	pc 0 1 2	pc 0