```
int fib(int a)
 if (a < 2)
   return 1;
 int x = fib(a - 1);
 int y = fib(a - 2);
 return x + y;
int main()
 int r = fib(4);
```

Haut

Pile d'exécution

Bas

```
int fib(int a)
 if (a < 2)
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main : 1

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```

```
fib:
               a = 4
main: 1
```

```
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```

```
fib:
                a = 3
fib : 3
                a = 4
main: 1
```

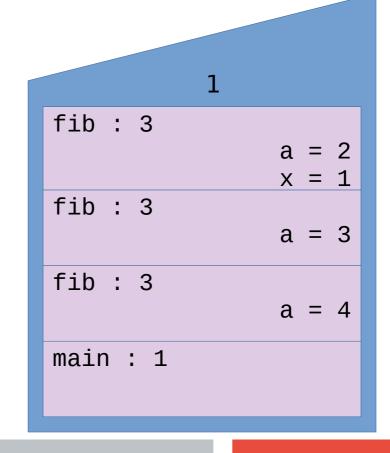
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```
fib: a = 2
fib: 3
a = 3
fib: 3
a = 4
main: 1
```

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int fib(int a)
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```

```
fib:
                a = 1
fib : 3
                a = 2
fib : 3
                a = 3
fib : 3
                a = 4
main: 1
```

```
int fib(int a)
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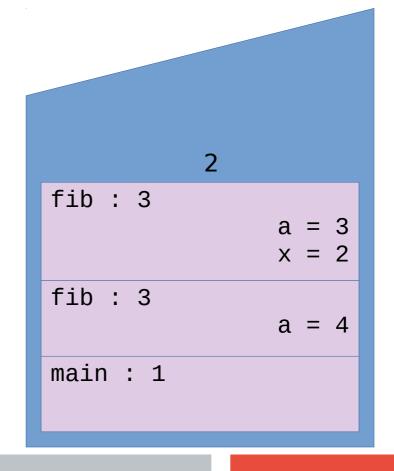
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```
fib:
                a = 0
fib : 4
                a = 2
                x = 1
fib : 3
                a = 3
fib : 3
                a = 4
main: 1
```

```
int fib(int a)
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```
fib : 4
                 a = 2
                 x = 1
                 \vee = 1
fib : 3
                 a = 3
fib : 3
                 a = 4
main: 1
```

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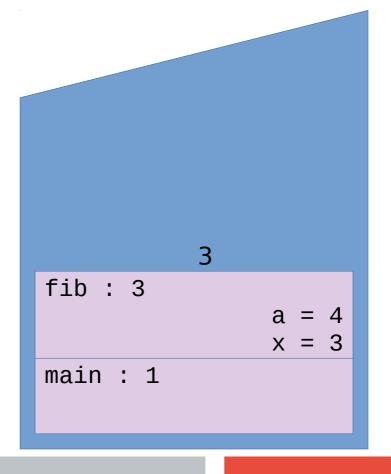
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```
fib:
                a = 1
fib : 4
                a = 3
                x = 2
fib : 3
                a = 4
main: 1
```

```
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```

```
fib : 4
                a = 3
                x = 2
                 y = 1
fib : 3
                a = 4
main: 1
```

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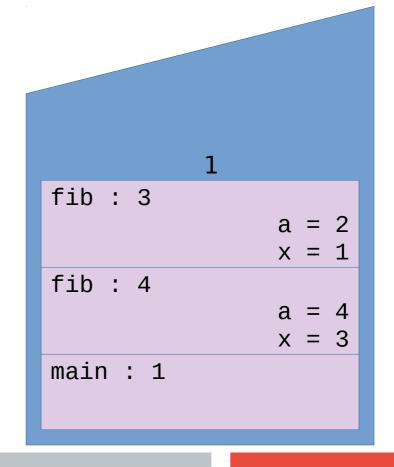
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```
fib:
                a = 2
fib : 4
                a = 4
                x = 3
main: 1
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```
fib:
                a = 1
fib : 3
                a = 2
fib : 4
                a = 4
                x = 3
main: 1
```

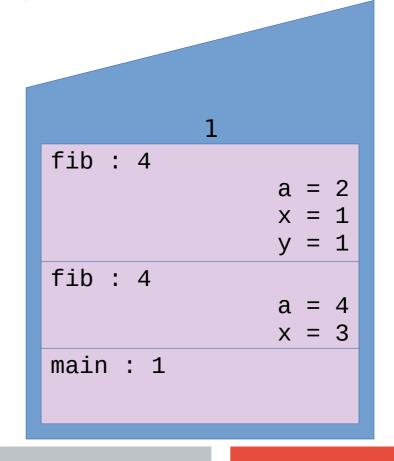
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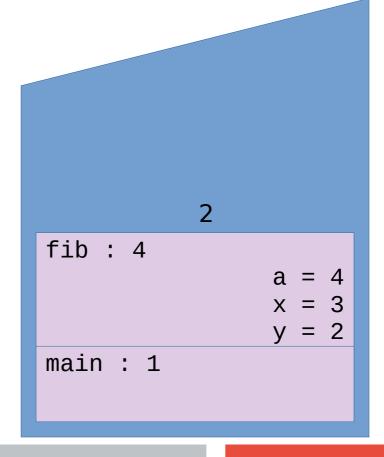
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```
fib:
                a = 0
fib : 4
                a = 2
                x = 1
fib : 4
                a = 4
                x = 3
main: 1
```

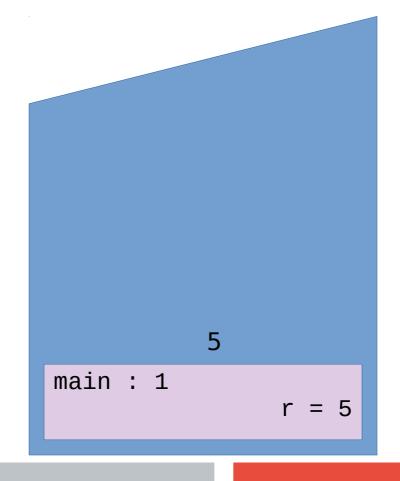
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