HOW DOES PYRET WORK

SAVING THE STACK AT RUNTIME

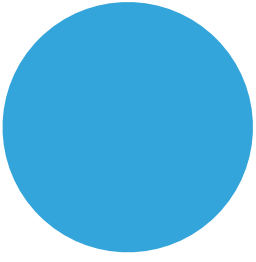
Stop

```
function odd(n) {
  if (n == 0) return false;
  else return even(n-1);
}
function even(n) {
  if (n == 0) return true;
  else return odd(n-1);
}
even(100000)
```

Run

Run

even



even

odd

Stop

Stop

EVENT QUEUE

SAVING THE STACK AT RUNTIME

Run

Stop

```
function odd(n) {

  if (n == 0) return false;

  else return even(n-1);

}

function even(n) {

  if (n == 0) return true;

  else return odd(n-1);

}

even(100000)
```

EVENT QUEUE