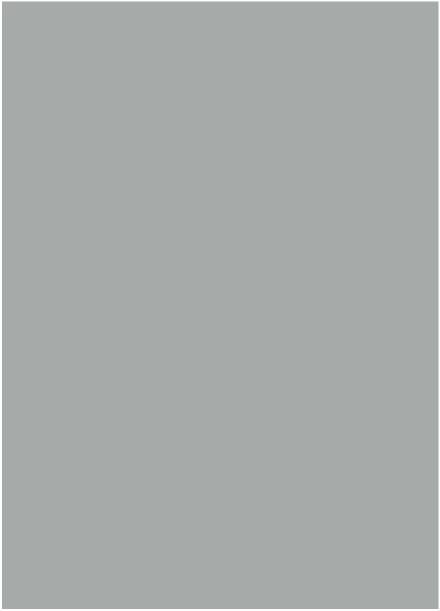# SAVING THE STACK AT RUNTIME

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

even

odd

even

Run

EVENT QUEUE

even

odd

even

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

Stop

THIS IS DIFFICULT ENGINEERING

▸ Just For Pyret

▸ Just For Stopping

▸ No Stepping, No Breakpointing, No Inspecting Values