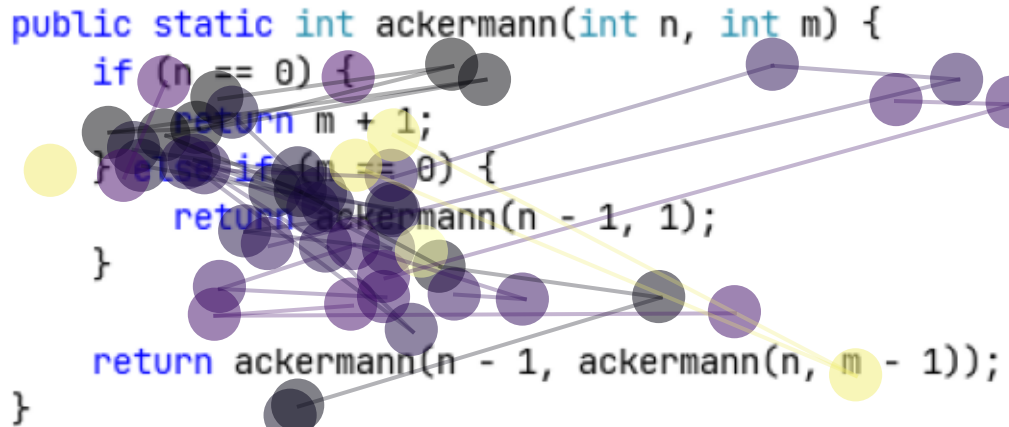


```
public static int ackermann(int n, int m) {  
    if (n == 0) {  
        return m + 1;  
    } else if (n == 1) {  
        return ackermann(n - 1, 1);  
    }  
    return ackermann(n - 1, ackermann(n, m - 1));  
}
```

A diagram consisting of numerous circular nodes and connecting lines is overlaid on the code. The nodes are colored in shades of purple, grey, and yellow. The connections are represented by thin grey lines and thicker yellow lines. Some yellow lines trace the flow of recursive calls, such as from the 'm' parameter in the final recursive call to the 'm - 1' expression, and from the 'n' parameter to the 'n - 1' expression. Other lines connect nodes to specific tokens in the code, like the 'if' statement or the 'return' statements.