* Base Case
  + Values of the input variables for which we perform no recursive calls
* Recursive Calls
  + Calls to the current method
* Interpreter vs Compiler
  + Interpreter translates line by line, show you the first error in the program
  + Compile compiles the whole program, shows all error of the program
* Pointers
  + Refers to an address in the memory.
  + Pointer Variable is a variable which can hold the address of a memory location
  + Int \*ptr or int\* ptr
  + Variables are different sizes
  + Int y = \*p
    - Take the 4 bytes pointed to by p and store them in variable y
  + \*p = 24
    - Store the value 24 in the 4 bytes pointed to by p
  + P++: Adds bytes
    - So if pointer is int, it adds 4 bytes
    - Char adds 1 byte