

mat n m  
 func1(mat, 3, 4)  
 ↓  
 r1, r2, r3

if (n > 0)

mat[n-1][0] = func1(mat, n-1, m);

→ mat[2][0] = func1(mat, 2, 4);

↳ mat[1][0] = func1(mat, 1, 4);

↳ mat[0][0] = func1(mat, 0, 4);

skip to else state, ↳ mat[0][0]; → 1

return func2(mat[0], 4);

return func2(mat[1], 4);

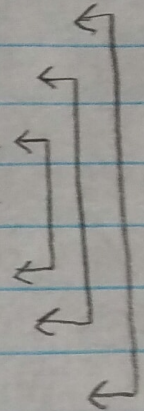
return func2(mat[2], 4);

n = 3, m = 4

n = 2, m = 4

n = 1, m = 4

n = 0, m = 4



func2(mat[0], 4);

mat[0] → 1, 2, 3, 4

↳ 4 > 0 → temp += in[i]; → 1+2+3+4 = 10

func2(mat[1], 4);

↳ 4 > 0 → temp += in[i] → 10+6+7+8 = 31

func2(mat[2], 4);

↳ 4 > 0 → temp += in[i] → 31+10+11+12 = 64

	0	1	2	3
0	1	2	3	4
1	5	6	7	8
2	9	10	11	12

→

	0	1	2	3
0	1	2	3	4
1	10	6	7	8
2	31	10	11	12