

| Zeile | i | result | start | length | k |
|-------------|---|--------------|--------------|--------|---|
| 3 | 0 | | | | |
| 4 | | | | | |
| 1.Durchlauf | | | | | |
| 8 | | | "m" | 2 | |
| 9 | | | | | 2 |
| 10 | | | | | |
| 12 | | | "mu" | | |
| 9 | | | | | 1 |
| 10 | | | | | |
| 11 | | | "muh" | | |
| 12 | | | "muhu" | | |
| 9 | | | | | 0 |
| 14 | | | | | |
| 4 | | "muhu" | | | |
| 5 | | | | | |
| 3 | 1 | | | | |
| 4 | | | | | |
| 2.Durchlauf | | | | | |
| 8 | | | "m" | 6 | |
| 9 | | | | | 6 |
| 10 | | | | | |
| 12 | | | "mu" | | |
| 9 | | | | | 5 |
| 10 | | | | | |
| 12 | | | "muu" | | |
| 9 | | | | | 4 |
| 10 | | | | | |
| 12 | | | "muuu" | | |
| 9 | | | | | 3 |
| 10 | | | | | |
| 11 | | | "muuuu" | | |
| 12 | | | "muuuuh" | | |
| 9 | | | | | 2 |
| 10 | | | | | |
| 12 | | | "muuuuhuu" | | |
| 9 | | | | | 1 |
| 10 | | | | | |
| 11 | | | "muuuuhuuu" | | |
| 12 | | | "muuuuhuuuu" | | |
| 9 | | | | | 0 |
| 14 | | | | | |
| 4 | | "muuuuhuuuu" | | | |
| 5 | | | | | |
| 3 | 2 | | | | |
| 4 | | | | | |
| 3.Durchlauf | | | | | |
| 8 | | | "m" | 5 | |
| 9 | | | | | 5 |
| 10 | | | | | |
| 12 | | | "mu" | | |
| 9 | | | | | 4 |

| | | | |
|----|---|-----------|---|
| 10 | | | |
| 12 | | "muu" | |
| 9 | | | 3 |
| 10 | | | |
| 12 | | "muuu" | |
| 9 | | | 2 |
| 10 | | | |
| 12 | | "muuuu" | |
| 9 | | | 1 |
| 10 | | | |
| 11 | | "muuuuh" | |
| 12 | | "muuuuhu" | |
| 14 | | | |
| 4 | | "muuuuhu" | |
| 5 | | | |
| 3 | 3 | | |

| | | | |
|----------|-------------|------------------|---------------|
| Ausgabe: | "muhu" (1.) | "muuuuhuuhu"(2.) | "muuuuhu"(3.) |
|----------|-------------|------------------|---------------|

Kommentar

console.log

0 < 3

createCall("m", 2)

2 > 0

2 != 1 || 2 != 1 *false*

1 > 0

1 = 1 || 1 = 1 *true*

k = 0 *false*

Wert wird zurückgeliefert

Konsolenausgabe

muhu

1 < 3

createCall("m", 6)

6 > 0

6 != 1, k != 3

k-1, 5 > 0, true

5 != 1, 5 != 3, false

k-1, 4 > 0

4 != 1, 4 != 3, false

k-1, 3 > 0,

3 = 3 true

k-1, 2 > 0, true

2 != 1, 2 != 3, false

k-1, 1 > 0, true

1 = 1, true

0 != 0, false

Wert wird zurückgeliefert

Konsolenausgabe

createCall("m", 5)

k = 5, 5 > 0

5 != 1, 5 != 2, 5, false

k-1, 4 > 0

4!=1, 4!=2,5, false

k-1, 3>0

3!=1, 3!=2,5, false

k-1, 2>0

2!=1, 2!=2,5

k-1, 1>0

1=1

Wert wird zurückgeliefert

Konsolenausgabe

3!<3, false

