

EXERCISE 1

*** WHAT WILL EACH METHOD DO? ***

MAIN

- Prints a string
- Calls zoop method
- Prints a string
- Calls baffle method

ZOOP

- Calls baffle method
- Prints string
- Calls baffle method

BAFFLE

- Print a string
- Call ping method

PING

- Print string

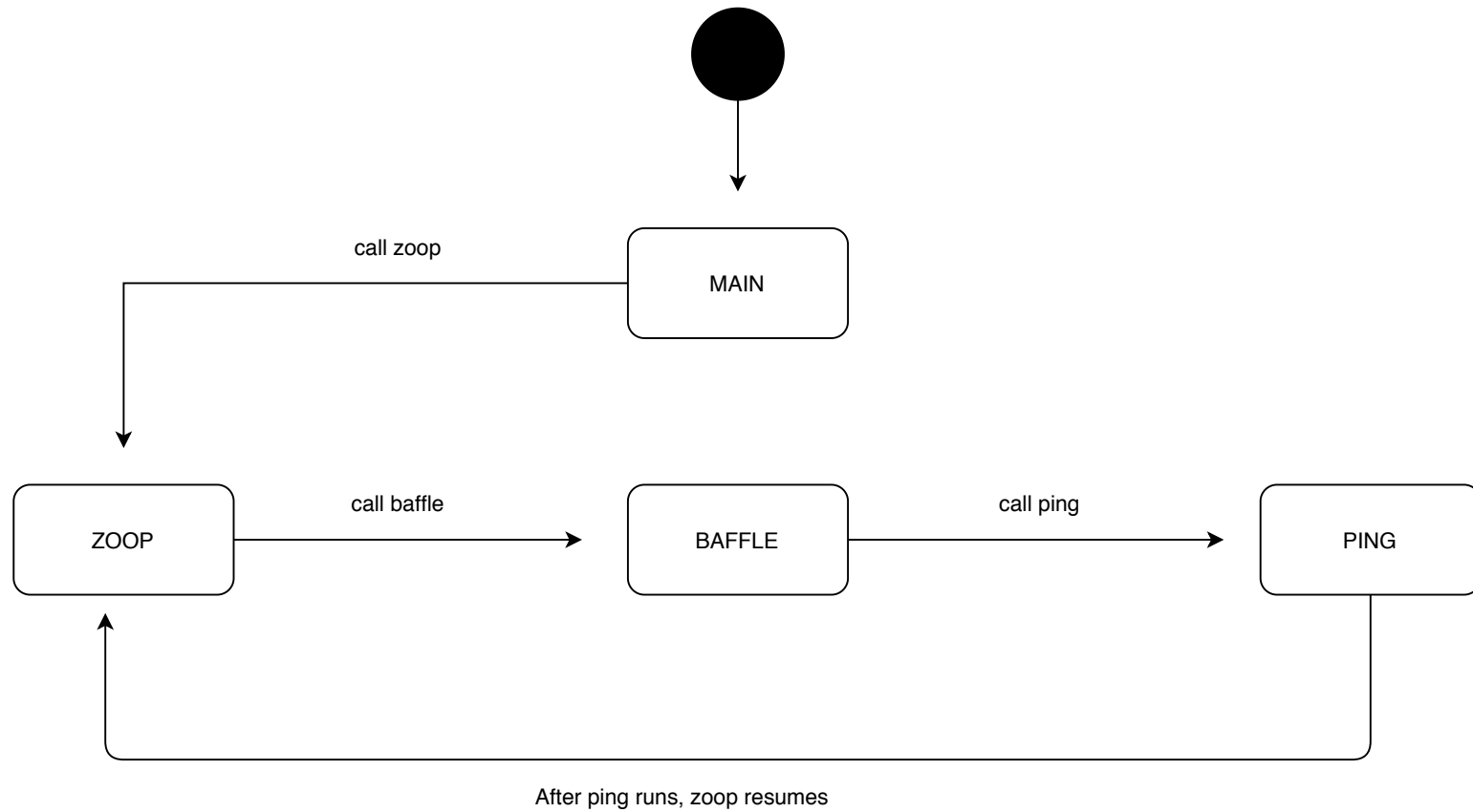
*** WHAT IS THE FLOW OF EXECUTION OF THIS PROGRAM? ***

1. main prints "No, I "
 2. main calls zoop()
 3. zoop calls baffle()
 4. baffle prints "wug"
 5. baffle calls ping()
 6. ping prints "."
 7. zoop prints "You wugga "
 8. Zoop calls baffle()
 9. baffle prints "wug"
 10. baffle calls ping()
 11. ping prints "."
 12. main prints "I "
 13. main calls baffle()
 14. baffle prints "wug"
 15. baffle calls ping()
 16. ping prints "."
- END PROGRAM

*** WHAT IS THE FINAL OUTPUT? ***

No, I wug.
You wugga wug.
I wug.

EXERCISE 2



EXERCISE 3

If `baffle()` is invoked at the end of the `ping()`, it would completely alter the output of the program. In particular, it seems that `baffle()` and `ping()` will behave in a sort of "ping pong" because they would be calling each other indefinitely. It actually seems like the program will run in an infinite loop. Finally, the output would be "wug." until the program crashed.