

Tiling in C++			
<pre> #include <iostream> using namespace std; int tilingways(int n) { if (n == 0) { return 0; } if (n == 1) { return 1; } return tilingways(n - 1) + tilingways(n - 2); } int main() { cout << tilingways(4) << endl; return 0; } </pre>	Function Call	Returns	Reason
	tilingways(4)	?	tilingways(3) + tilingways(2)
	tilingways(3)	?	tilingways(2) + tilingways(1)
	tilingways(2)	?	tilingways(1) + tilingways(0)
	tilingways(1)	1	Base case
	tilingways(0)	0 ✖	Wrong base case — it should be 1
	tilingways(2)	1 + 0 = 1	
	tilingways(1)	1	Base case
	tilingways(3)	1 + 1 = 2	
	tilingways(2)	1	Already computed
	tilingways(4)	2 + 1 = 3 ✔	
Output:- 3			