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| **GCD in C++** | |
| #include <iostream>  using namespace std;  class GCD {  public:  static int gcd(int a, int b) {  if (b == 0) {  return a;  } else {  return gcd(b, a % b);  }  }  static void main() {  cout << gcd(30, 36) << endl;  }  };  int main() {  GCD::main();  return 0;  } | **Function: gcd(a, b)**  This uses the rule:  gcd(a, b) = gcd(b, a % b)  …until b == 0.  **🟩 Dry Run Table for gcd(30, 36)**   | **Call Depth** | **a** | **b** | **a % b** | **Next Call** | **Returned Value** | | --- | --- | --- | --- | --- | --- | | 1 | 30 | 36 | 30 | gcd(36, 30) |  | | 2 | 36 | 30 | 6 | gcd(30, 6) |  | | 3 | 30 | 6 | 0 | gcd(6, 0) | 6 | | ← Return |  |  |  | ← back to depth 2 | 6 | | ← Return |  |  |  | ← back to depth 1 | 6 |   **✅ Final Output:**  6 |
| 6 | |