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| **Tiling in C++** | |
| #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;  } | | **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 | |