Let's try it out

```
def recurMul(a, b):
    if b == 1:
        return a
    else:
        return a +
  recurMul(a, b-1)
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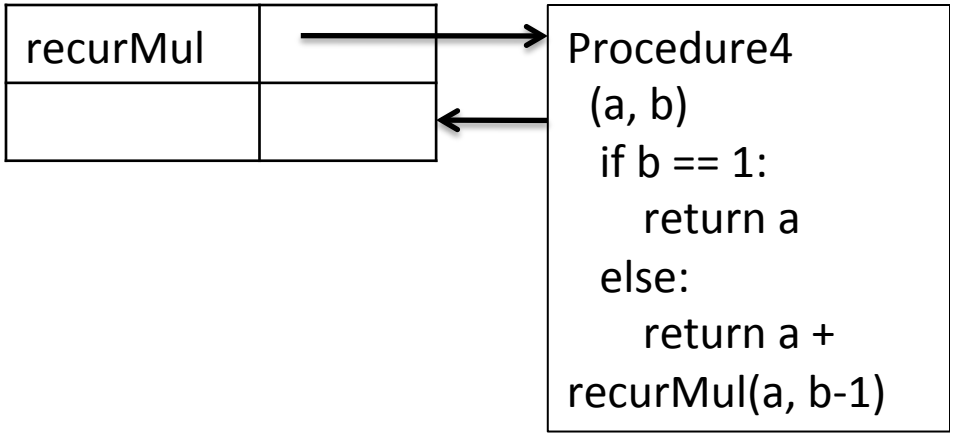

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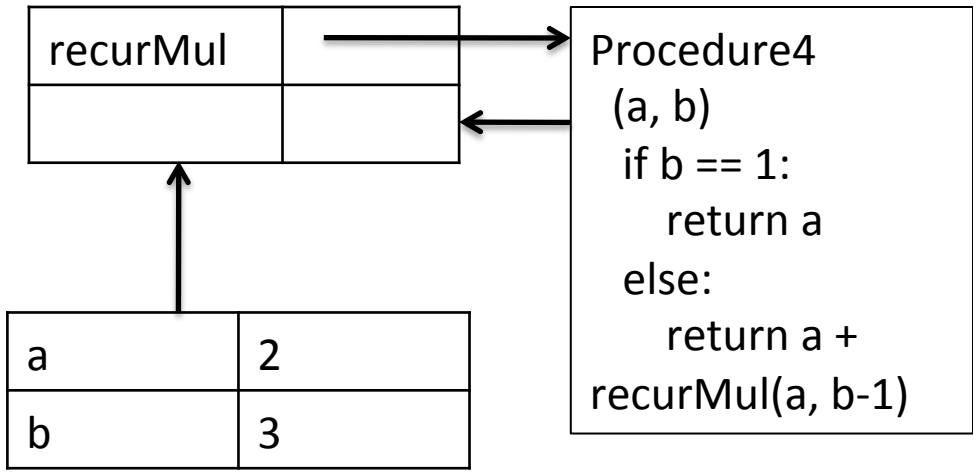
recurMul(2, 3)



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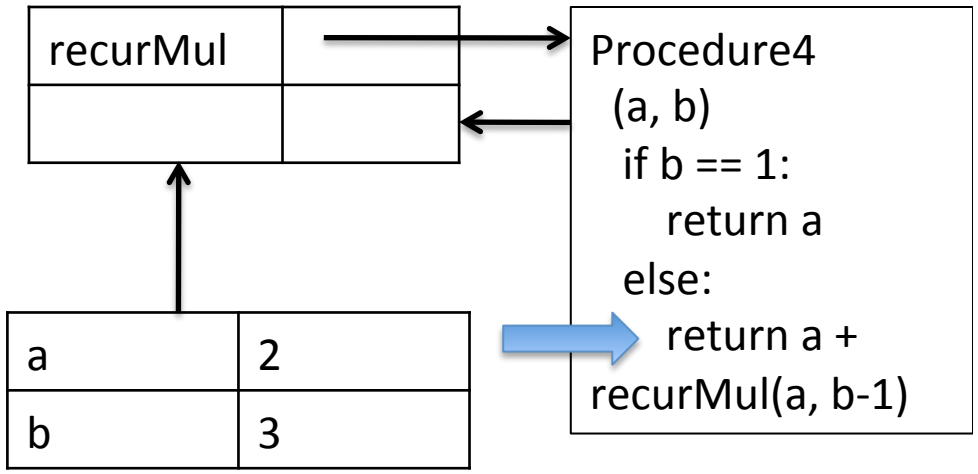

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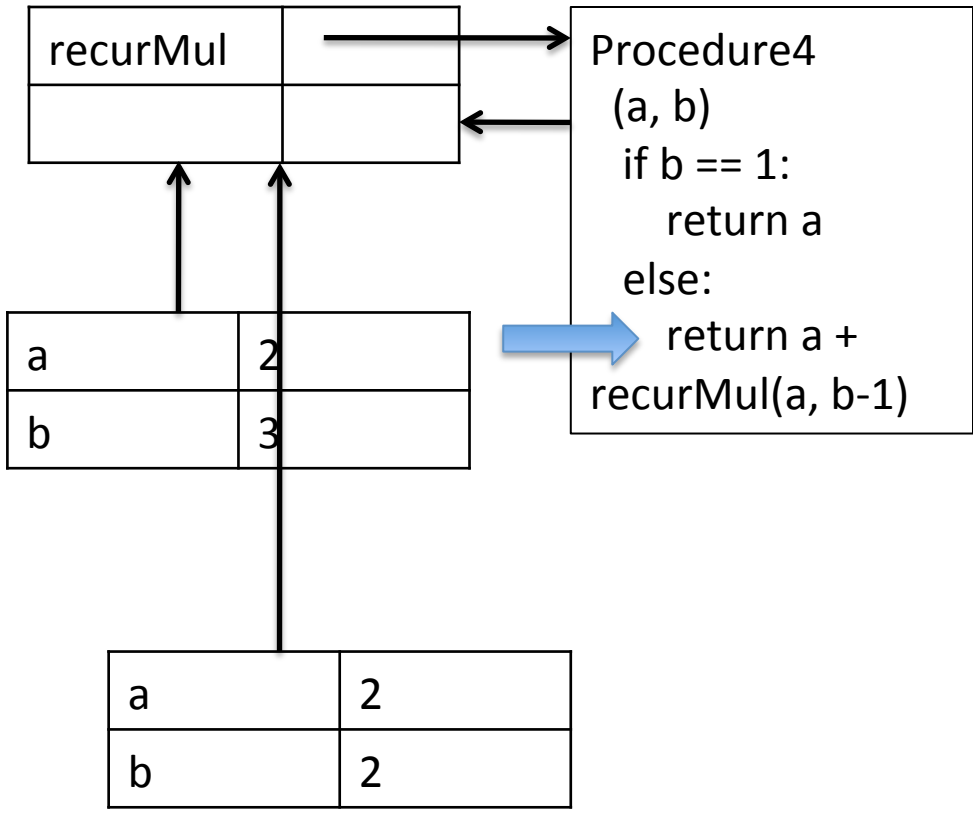

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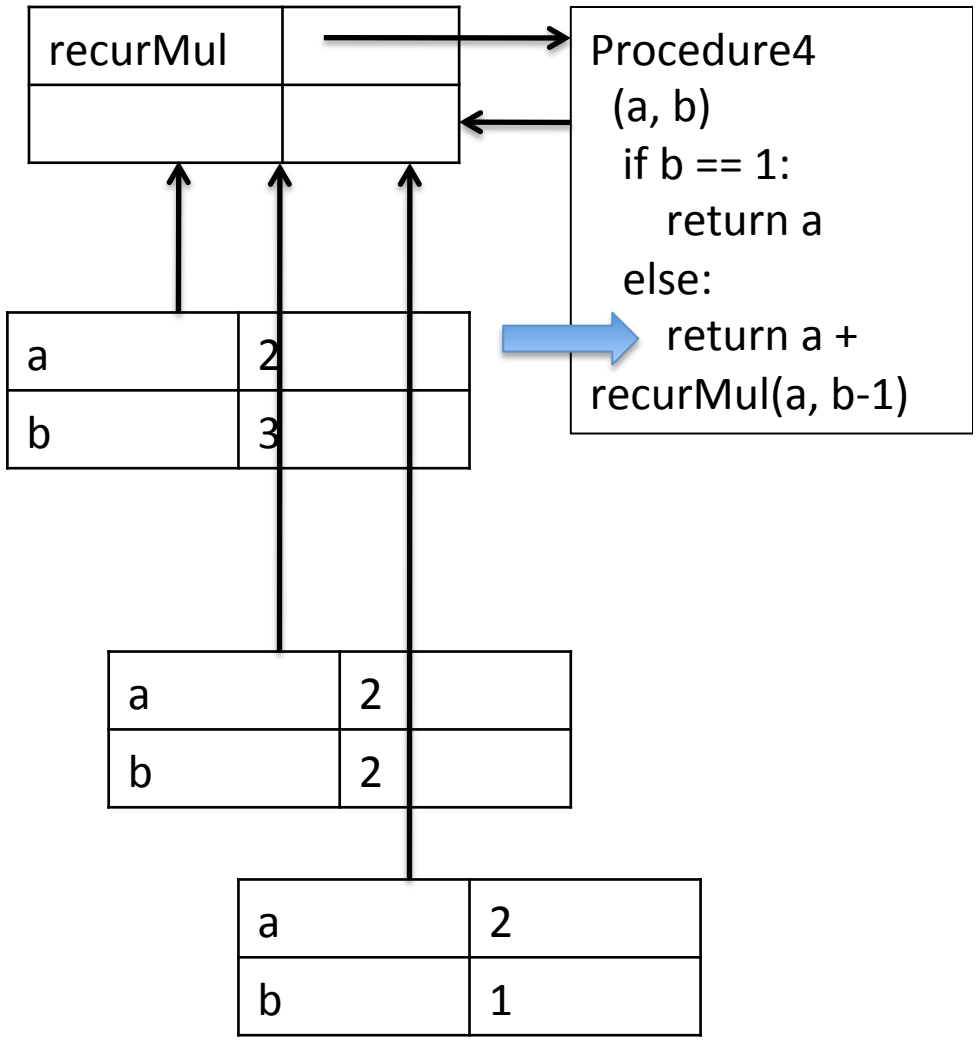

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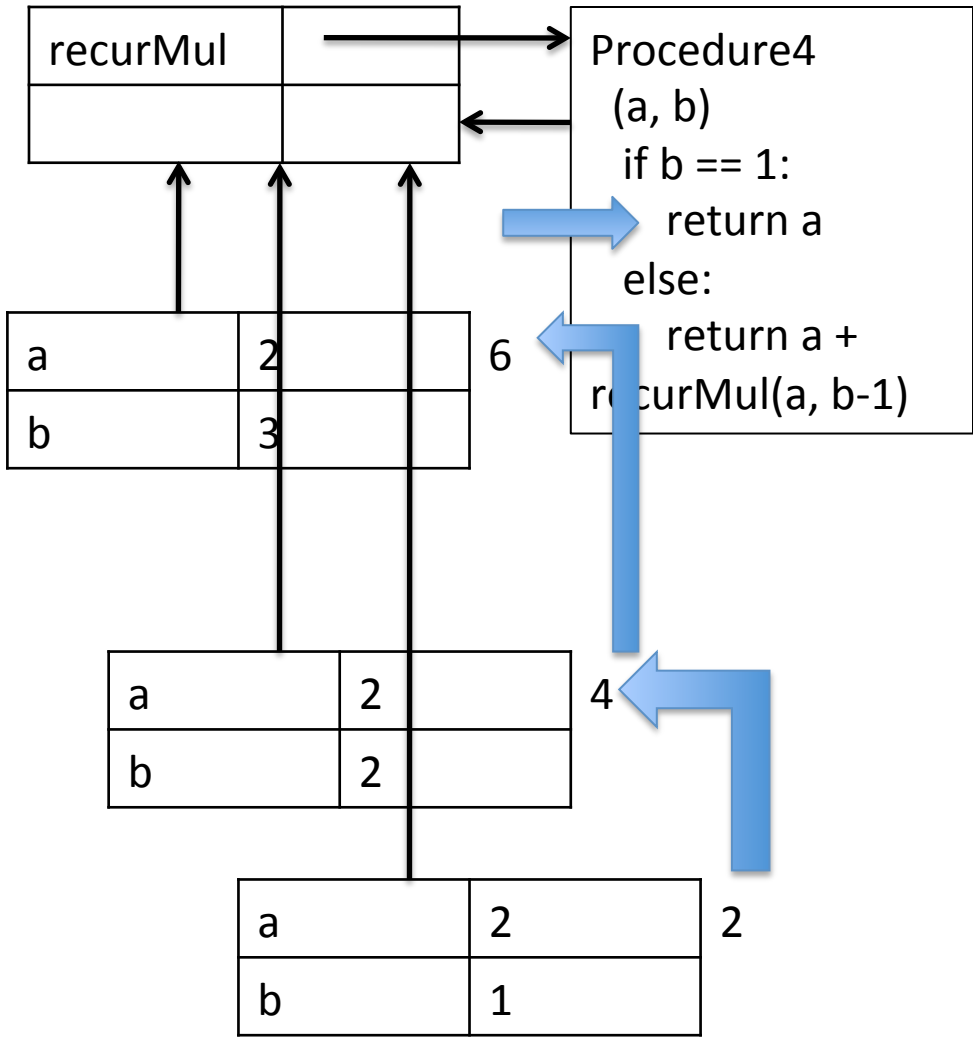

Some observations

- Each recursive call to a function creates its own environment, with local scoping of variables
- Bindings for variable in each frame distinct, and not changed by recursive call
- Flow of control will pass back to earlier frame once function call returns value