```
* To change this license header, choose License Headers in Project Properties.
 * To change this template file, choose Tools | Templates
 * and open the template in the editor.
package assignmentanalysis;
/**
 * @author Paul
public class AssignmentAnalysis {
    static int count;
    public static void function_one(int n)
        count++;
        System.out.print(n+" ");
        if (n > 1)
            function_one (n-1);
            function_one(n-1);
    }//End Function 1
            public static void function_two(int n)
                count++;
                System.out.print(n+" ");
                if (n > 1)
                     function_two(n-1);
                     function_two(n/2);
            }//end function 2
    public static int function_three(int n)
    {
        count++;
        System.out.print(n+" ");
        if (n > 1)
            return function_three (n/2) + function_three (n/2);
        return 1;
    }//end Function 3
                         public static void count_down(int n)
                         {
                             count++;
                             System.out.println(n);
                             if ( n > 1 )
                                 count_down(n/2);
                         }//End Count Down
    public static void main(String[] args) {
        for (int i=1; i<10; i++)</pre>
        {
            count=0;
            function_one(i);
            System.out.printf("n=%d, count=%d\n", i,count);
        }
        for (int i=1; i<10; i++)</pre>
```

```
count=0;
    function_two(i);
    System.out.printf("n=%d, count=%d\n", i,count);
}

for(int i=1;i<10;i++)
{
    count=0;
    function_three(i);
    System.out.printf("n=%d, count=%d\n", i,count);
}

for(int i=1;i<10;i++)
{
    count=0;
    count_down(i);
    System.out.printf("n=%d, count=%d\n", i,count);
}
}//end Main
}//end Assignment Analysis</pre>
```