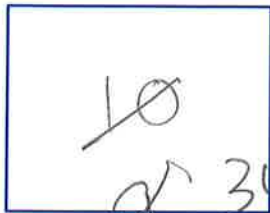


Pointer Trace

main function

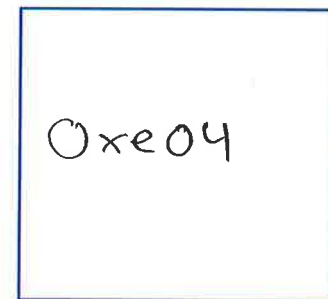


x at address: 0xe04

9 34
24
C 15
4 9
3 8
0 2

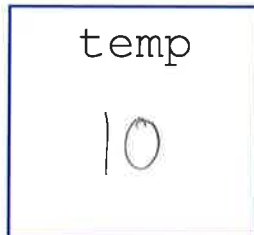
2x

foo



Pointer Trace

ptr_recur_foo function



0x0e04

```
int temp = *x;
```

```
if( *x <= 0 ){
```

```
    *x = 1;
```

```
    return;
```

```
}
```

```
if( *x % 2 == 0 ){
```

```
    *x -= 1;
```

```
    ptr_recur_bar( x );
```

```
    *x += temp;
```

```
}
```

```
else{
```

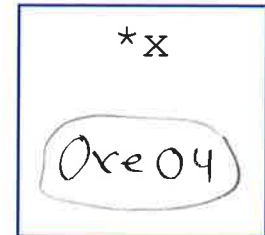
```
    *x -= 4;
```

```
    ptr_recur_foo( x );
```

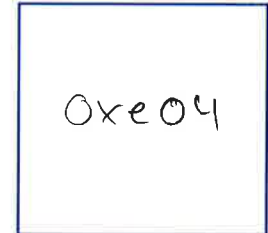
```
    *x += temp;
```

```
}
```

int *x



& 0xdd8



0xe04



Pointer Trace

ptr_recur_bar function

temp
9

0x8b4

```
int temp = *y;
```

```
if( *y <= 0 ){
```

```
    *y = 2;
```

```
    return;
```

```
}
```

```
if( y % 2 == 0 ){
```

```
    *y -= 2;
```

```
    ptr_recur_foo( y );
```

```
    *y += temp;
```

```
}
```

```
else{
```

```
    *y -= 3;
```

```
    → ptr_recur_bar( (y) );
```

```
    *y += temp;
```

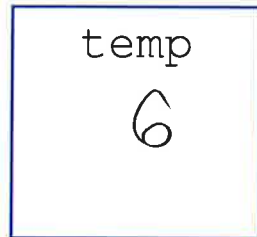
```
}
```

*y
0xe04

0xe04

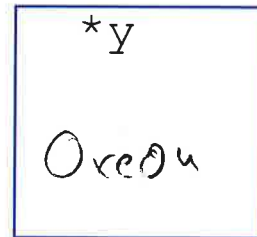
Pointer Trace

ptr_recur_bar function



0xd94

```
int temp = *y;
```



```
if( *y <= 0 ){
```

```
    *y = 2;
```

```
    return;
```

```
}
```

```
if( y % 2 == 0 ){
```

```
    *y -= 2;
```

```
    → ptr_recur_foo( y );
```

```
    *y += temp;
```

```
}
```

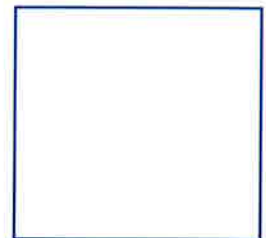
```
else{
```

```
    *y -= 3;
```

```
    ptr_recur_bar( y );
```

```
    *y += temp;
```

```
}
```



Pointer Trace

ptr_recur_foo function

temp
4

0xd54

```
int temp = *x;
```

```
if( *x <= 0 ){
```

```
    *x = 1;
```

```
    return;
```

```
}
```

```
if( *x % 2 == 0 ){
```

```
    *x -= 1;
```

```
    → ptr_recur_bar( x );
```

```
    *x += temp;
```

```
}
```

```
else{
```

```
    *x -= 4;
```

```
    ptr_recur_foo( x );
```

```
    *x += temp;
```

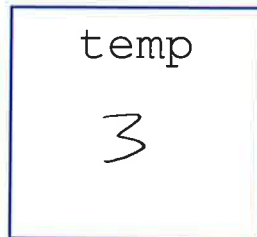
```
}
```

*x
0xe04

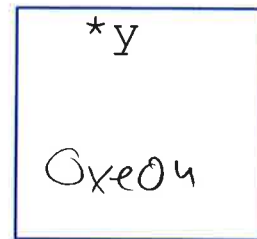
0xe04

Pointer Trace

ptr_recur_bar function



```
int temp = *y;
```



0xd24

```
if( *y <= 0 ){
```

```
    *y = 2;
```

```
    return;
```

```
}
```

```
if( y % 2 == 0 ){
```

```
    *y -= 2;
```

```
    ptr_recur_foo( y );
```

```
    *y += temp;
```

```
}
```

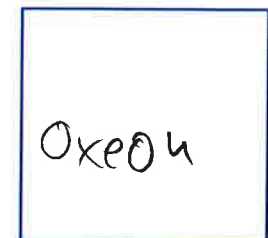
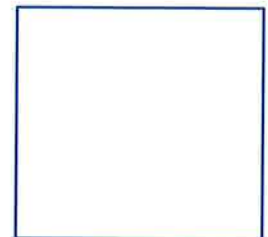
```
else{
```

```
    *y -= 3;
```

```
    → ptr_recur_bar( y );
```

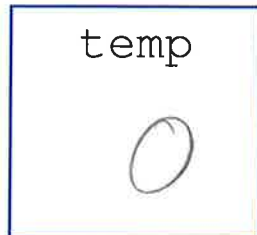
```
    *y += temp;
```

```
}
```

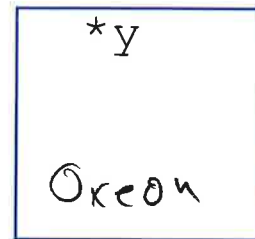


Pointer Trace

ptr_recur_bar function



```
int temp = *y;
```



0xc4

```
if( *y <= 0 ){
```

```
    *y = 2;
```

```
    return;
```

```
}
```

```
if( y % 2 == 0 ){
```

```
    *y -= 2;
```

```
    ptr_recur_foo( y );
```

```
    *y += temp;
```

```
}
```

```
else{
```

```
    *y -= 3;
```

```
    ptr_recur_bar( y );
```

```
    *y += temp;
```

```
}
```

