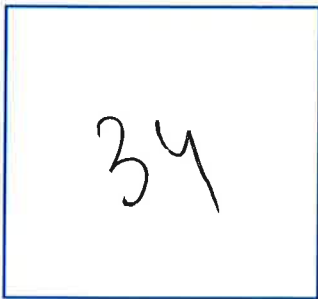
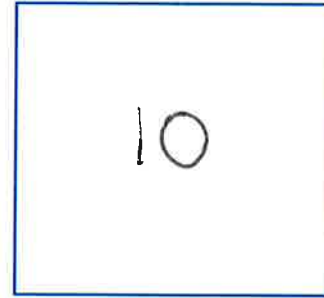


Trace

main function

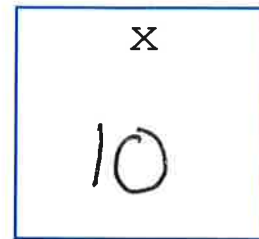
foo



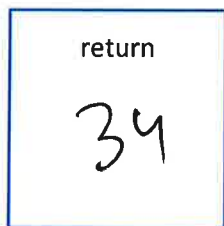
return value to print

## Trace

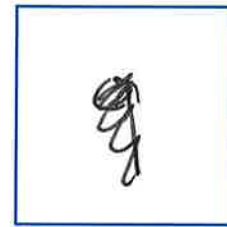
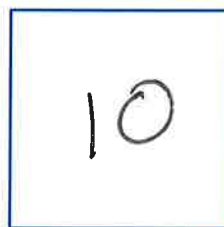
foo function



```
if( x <= 0 ){  
    return 1;  
}
```



```
if( x % 2 == 0 ){  
    return x + bar( x - 1 );
```

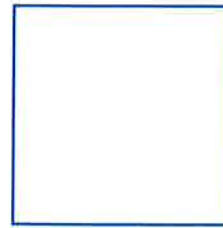
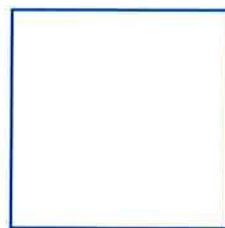


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```
}
```

```
else{
```

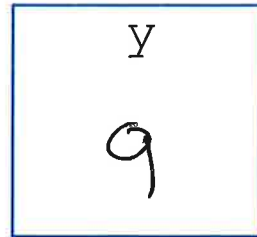
```
    return x + foo( x - 4 );
```



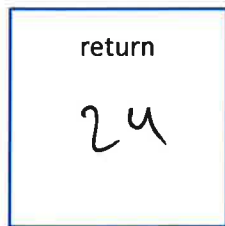
```
}
```

## Trace

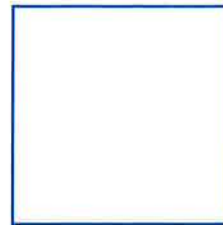
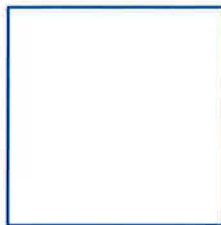
bar function



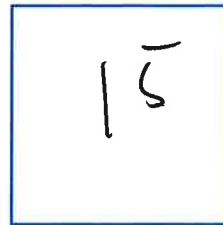
```
if( x <= 0 ){  
    return 2;  
}
```



```
if( x % 2 == 0 ){  
    return y + foo( y - 2 );  
}
```

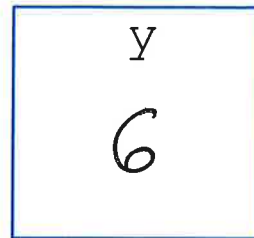


```
else{  
    return y + bar( y - 3 ) ←
```

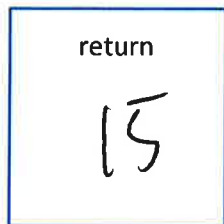


## Trace

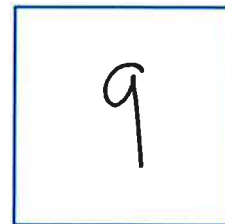
bar function



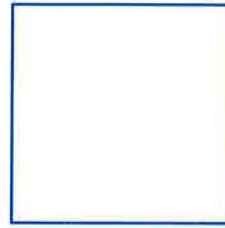
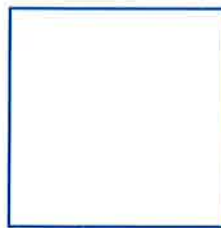
```
if( x <= 0 ){  
    return 2;  
}
```



```
if( x % 2 == 0 ){  
    return y + foo( y - 2 );  
}
```

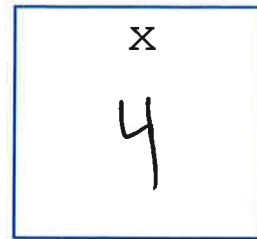


```
else{  
    return y + bar( y - 3 );  
}
```



## Trace

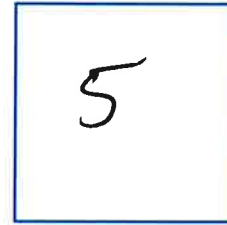
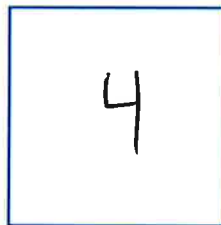
foo function



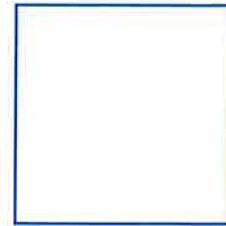
```
if( x <= 0 ){  
    return 1;  
}
```



```
if( x % 2 == 0 ){  
    return x + bar( x - 1 );  
}
```

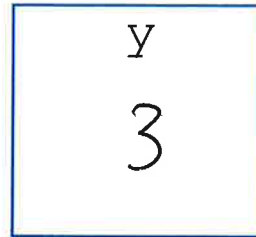


```
else{  
    return x + foo( x - 4 );  
}
```

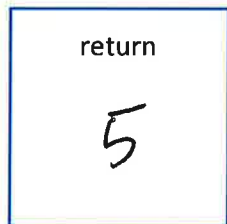


## Trace

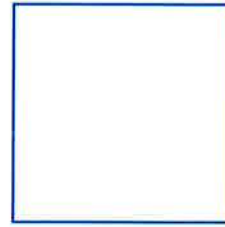
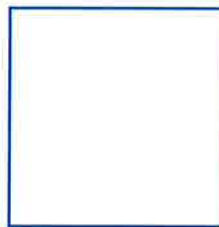
bar function



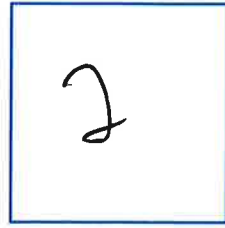
```
if( x <= 0 ){  
    return 2;  
}
```



```
if( x % 2 == 0 ){  
    return y + foo( y - 2 );  
}
```

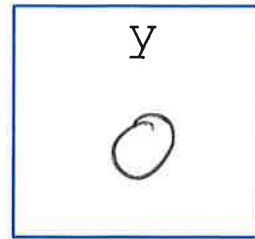


```
else{  
    return y + bar( y - 3 );  
}
```

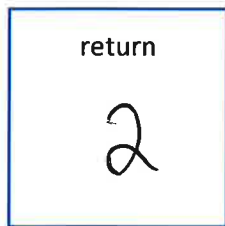


## Trace

bar function



```
if( x <= 0 ){  
    return 2;  
}
```



```
if( x % 2 == 0 ){  
    return y + foo( y - 2 );  
}
```



```
else{  
    return y + bar( y - 3 );  
}
```

