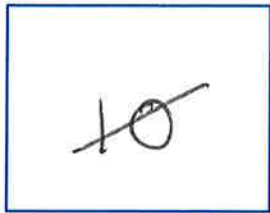


Pointer Trace

main function

x at address:



~~9~~

~~6~~

~~8~~

~~2~~

~~0~~

~~X~~

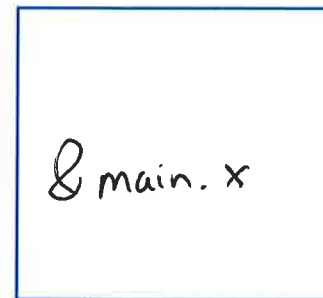
~~3~~

~~8~~

~~14~~

~~25~~ 33

foo



Pointer Trace

ptr_recur_foo function

temp
10

```
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;
```

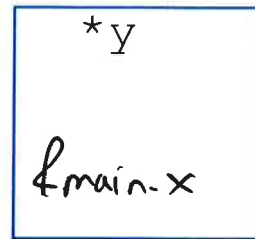
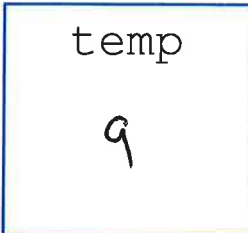
```
}
```

*x
0

&main.x

Pointer Trace

ptr_recur_bar function



```
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
6

```
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;
```

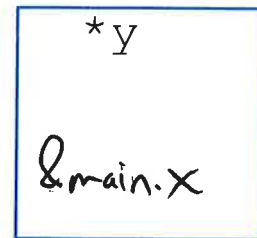
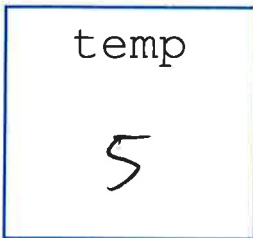
```
}
```

*x
&main.x

&main.x

Pointer Trace

ptr_recur_bar function



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

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

```
    *y = 2;
```

```
    return;
```

```
}
```

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

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

```
    ptr_recur_foo( y );
```

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

```
}
```

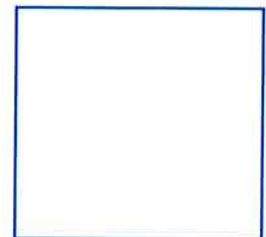
```
else{
```

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

```
    ptr_recur_bar( y );
```

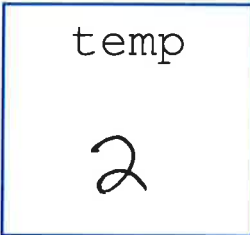
```
    *y += temp;
```

```
}
```

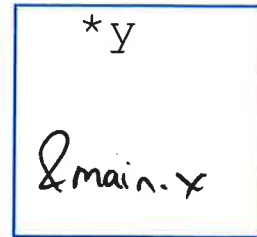


Pointer Trace

ptr_recur_bar function



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



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

```
    *y = 2;
```

```
    return;
```

```
}
```

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

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

```
    ptr_recur_foo( y );
```

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

```
}
```

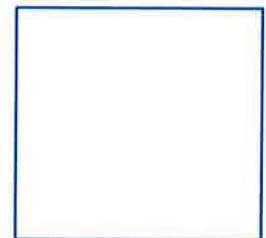
```
else{
```

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

```
    ptr_recur_bar( y );
```

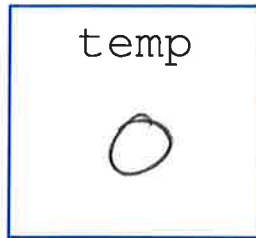
```
    *y += temp;
```

```
}
```



Pointer Trace

ptr_recur_foo function



```
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;
```

```
}
```

