

```

int main()
{
    int num = 5;
    int result = my_fact(num); // result = 120
    printf("result = %d", result);
    return 0;
}

int my_fact(int num) // 5
{
    if (num == 0) // terminating condition
        return 1;

    return num * my_fact(num-1);
}

```

$$1 \times 1 = 1$$

$$2 \times 1 = 2$$

$$3 \times 2 = 6$$

$$4 \times 6 = 24$$

$$5 \times 24 = \underline{\underline{120}}$$

