## Recugion

> Funtions -> Memory management (functions) P & Void Print (int n) { Console syso(n); Paint2(); b & void Paint2() { syso (Hi); } main() } int a = 5; syso (a); Print (4), argument Stack Paint 2 L);

3 (

Syso (Bnd Main")

Console Þ S void paint 1 (int n) & Main Starte syso (n); Print 212) ₹ P S VOID Print 2 (int n) 5 Main Ende 2430 (h) paint 3 (3); 3 PS void paints (int n) syso (b) Drint 4(4) 3 2 void painty Lint n) syso (h) baint5(5); Stack **`** 2 void paints (int n) Syso(n) main () E Syso (Main Steats) Print (C); ayso (Main Ends)

Þ void paint (int n) & Congole Main Stoots if(n == 5) return; 2480 (n); paint (n+1); main() } \$yso ('M uin starts"); perint (1); Stack

\_\_\_\_

Ps void print Decreasing (int n) { 18(n==0) { Syso (n); ~ Perint Decreasing (n-1); Recursion tree paint Deca easing (S) pD(a)

2 P1 (pXI)
2 P0 (pDCD)

Expections

Expections

Faith

Syso(5);

Paint Decreasing (4)

Syso(1)

Paint Decreasing (n-1);

Expectation | Faith | Combine

PI (4)

Syso( 5);

Print In creasing (n-1);
syso(n);

N =S

Consola PILMIE if(n==0) gretagn; il(n==1) 2 5 \$356(1) 2 extrom; 4 PI (n-1); Syso(n)

Que Paint Decapasing In Greasing

Expectation

n=5