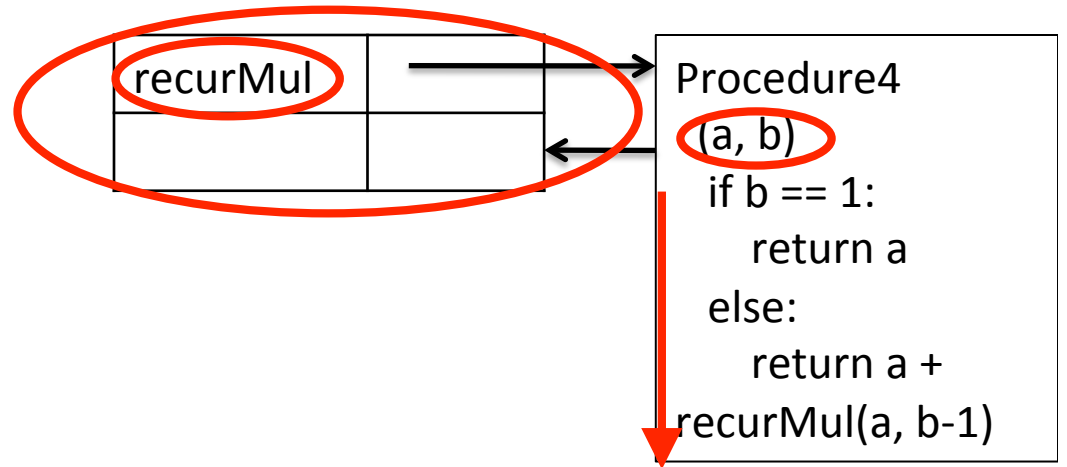


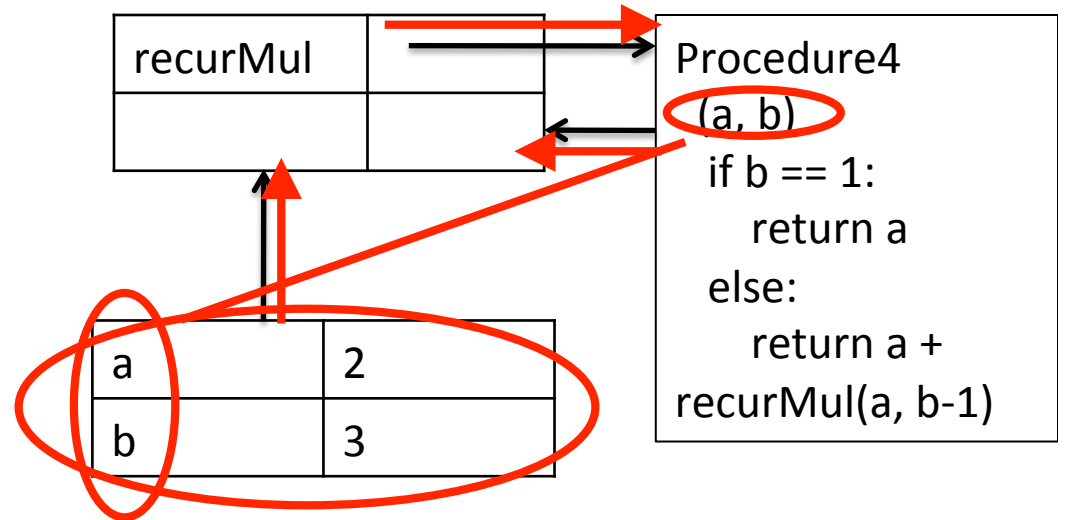
Let's try it out

```
def recurMul(a, b):  
    if b == 1:  
        return a  
    else:  
        return a +  
        recurMul(a, b-1)
```



Let's try it out

```
def recurMul(a, b):  
    if b == 1:  
        return a  
    else:  
        return a +  
            recurMul(a, b-1)
```

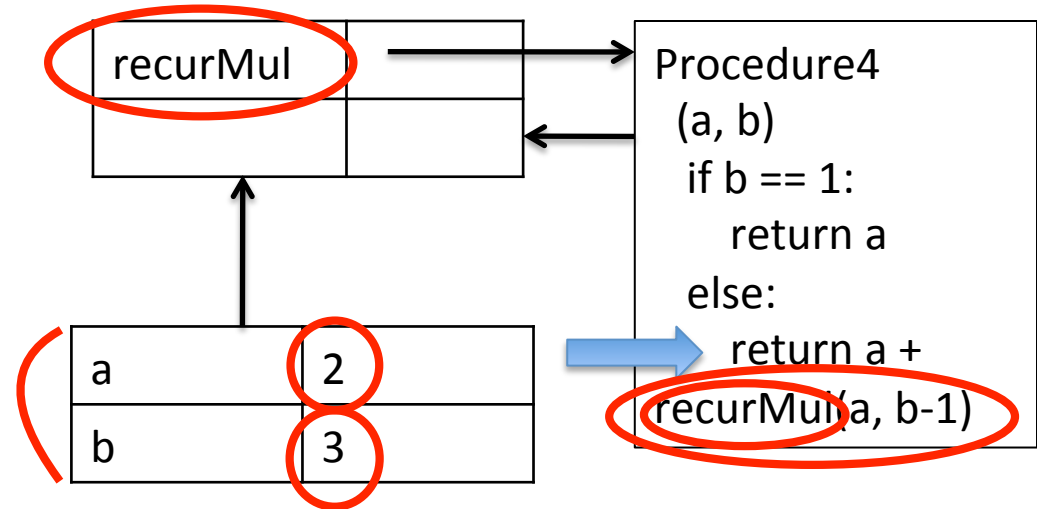


`recurMul(2, 3)` ←

Let's try it out

```
def recurMul(a, b):  
    if b == 1:  
        return a  
    else:  
        return a +  
            recurMul(a, b-1)
```

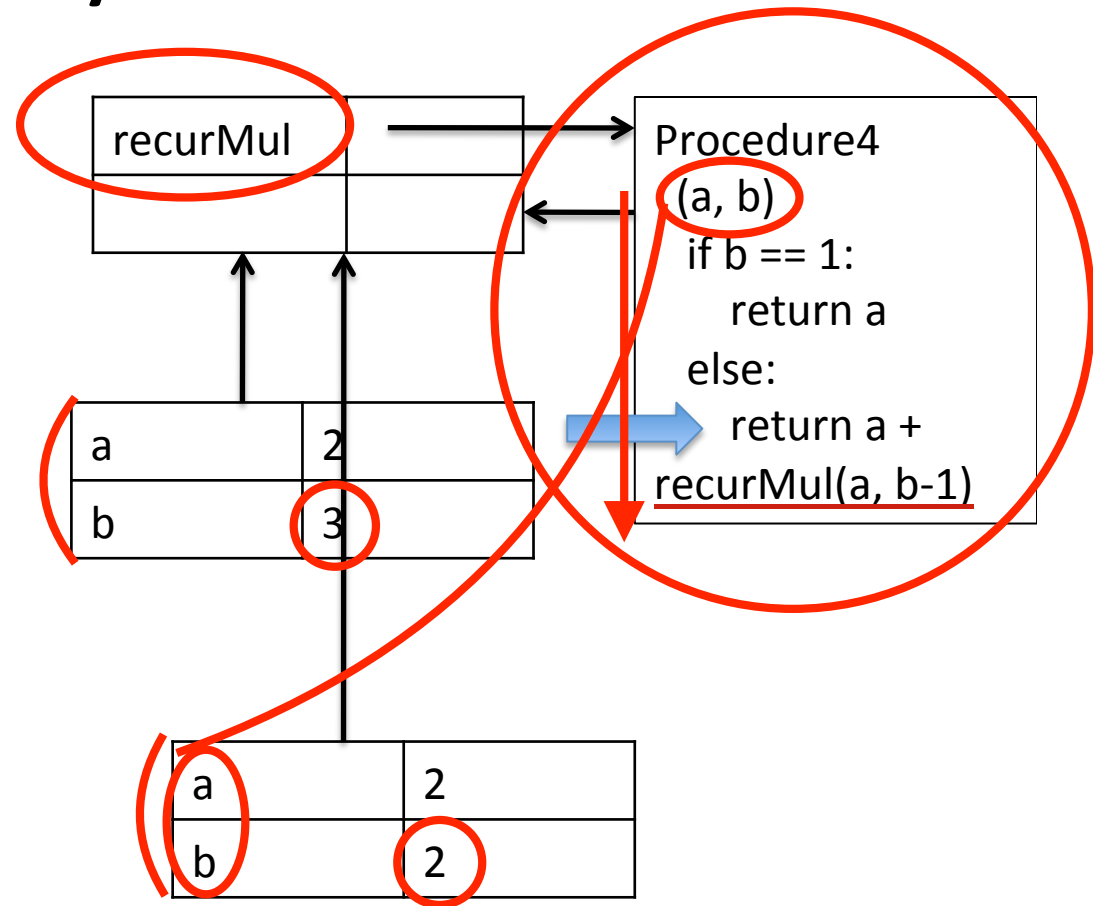
recurMul(2, 3)



Let's try it out

```
def recurMul(a, b):  
    if b == 1:  
        return a  
    else:  
        return a +  
        recurMul(a, b-1)
```

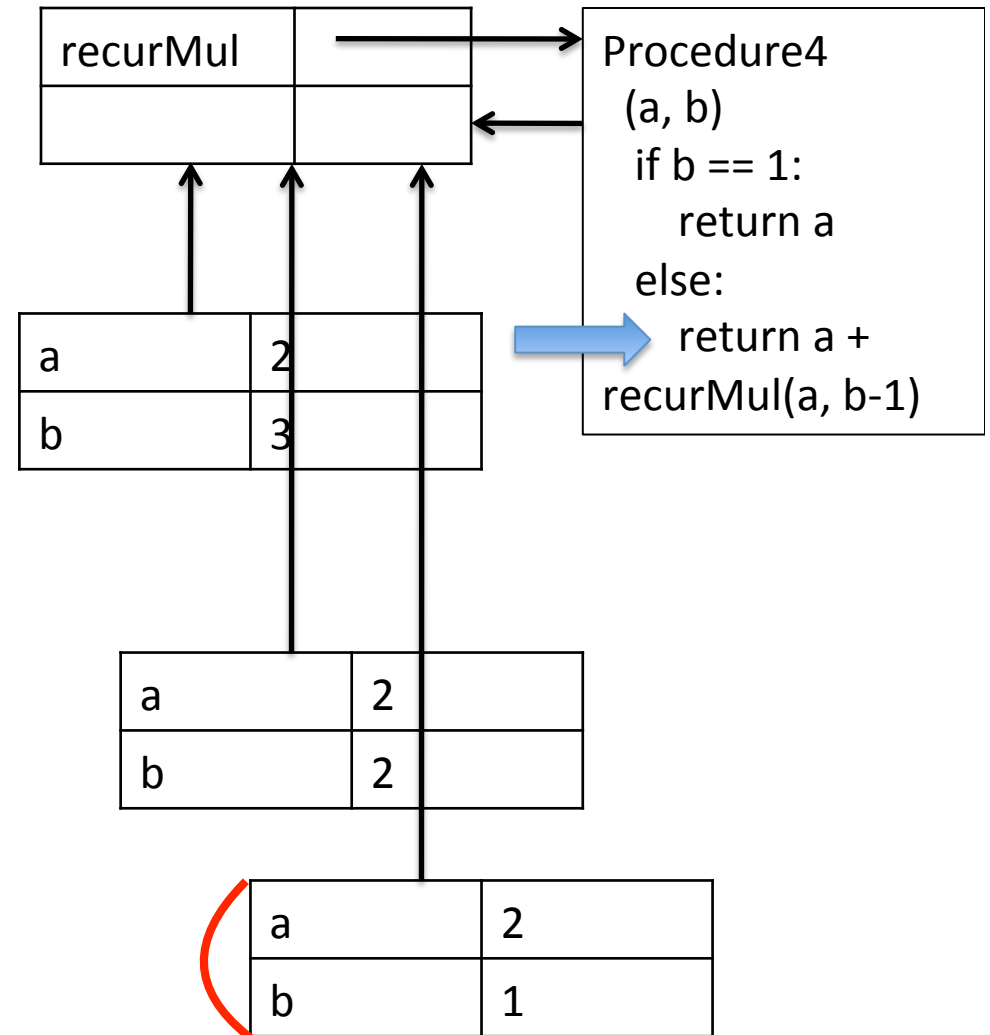
recurMul(2, 3)



Let's try it out

```
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    if b == 1:  
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            recurMul(a, b-1)
```

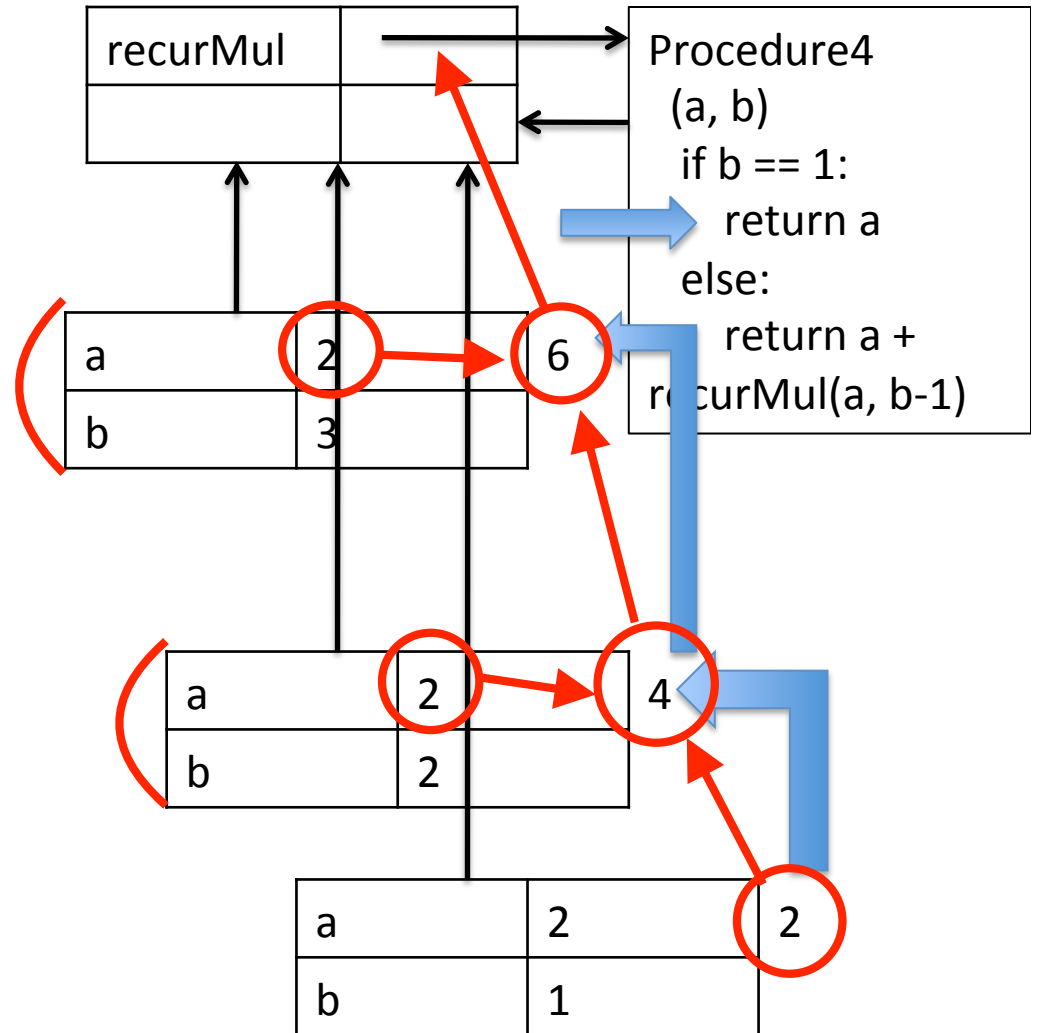
recurMul(2, 3)



Let's try it out

```
def recurMul(a, b):  
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    else:  
        return a +  
            recurMul(a, b-1)
```

recurMul(2, 3)



Some observations

- Each recursive call to a function creates its own environment, with local scoping of variables
- Bindings for variable in each frame distinct, and not changed by recursive call
- Flow of control will pass back to earlier frame once function call returns value