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| 1. What is returned by the call fun1(3) ?  int fun1(int x)  {  if (x<1)  return 1;  else  return x + fun1(x-1);  } | 2. What is output by the call fun2(3)?  void fun2(int x)  {  if (x<1)  cout << “\nDONE”;  else  {  cout << x;  fun2(x-1);  }  } |
| 3. What is output by the func3(4)?  void func3(int x)  {  if (x<1)  cout << “OUTPUT: “;  else  {  func3(x-1);  cout << x;  }  } | 4. What is returned by the call fun4(3,6)?  5. What is returned by the call fun4(4,2)?  int fun4(int x, int y)  {  if (y==2)  return x;  else  return fun4(x, y-1) + x;  } |
| 6. What is output by the call fun5(4)?  void fun5(int x)  {  if (x<1)  cout << “\n----\n”;  else  {  cout << x;  fun5(x-1);  cout << x;  }  } | 7. What is returned by fun6(8)?  int fun6(int x)  {  if (x < 1)  return x;  else  return x + fun6(x-2);  } |
| 8. What is returned by fun7(7,2)?  9. What is returned by fun7(5,5)?  int fun7(int x, int y)  {  if(y==2)  return y;  else  return fun7(x, y-1) + x;  } | 10. What is returned by fun8(2,8)?  int fun8(int x, int y)  {  if (x <=1)  return y;  else  return fun8(x-1, y-1) + y;  } |
| 11. What is returned by go(5)?  12. What is returned by go(3)?  int go(int x)  {  if (x<1)  return 1;  else  return x + go(x-2) + go(x-3);  } | 13. What is returned by fly(5)?  int fly(int x)  {  if (x<1)  return 1;  else  return x + fly(x-4) + fly(x-1);  } |
| 14. What is returned by boogie(5,10)?  int boogie(int x, int y)  {  if (y<2)  Return x;  else  return boogie(x, y-2)+x;  } | 15. What is output by the call mango(12)?  void mango(int k)  {  if (k<2)  cout << endl;  else  {  if (k%2 == 0)  {  cout << k << “ “;  mango(k-1);  }  else  mango(k-1);  }  } |