Recursion

>> Funtions -> Memory management (functions) P & Void Print (int n) { Console syso(n); Paint2(); Hi 3 void Paint2() { b End Main syso (Hi); main() } int a = 5; syso (a); Print (4), argument Paint 2 L); Stack Syso (Bnd Main")

3 4

Console DS void paint 1 (int n) E Main Starts syso (n); Print 2(2) ₹ P S VOID Print 2 (int n) 5 Main End 9430 (n) paln(3(3); < 3 PS void paints (int n) syso (h) print 4(4) ₹ <---& s void painty Lint n) syso (h) main prints(s); Stack 3 p & void paints (int n) Syso(n) main () E syso (Main Starte) Print (Cl); ayso (Main Ends)

Þ void paint (int n) & 2480 (n); paint (n+1); main() } Byso ("M win Starts") paint (1); K Stack

Ps void print Decreasing (int n) { 18(n ==0) { Syso(n); Syso (n); paint Decalasing (n-1); 3 Recursion tree (PDCS) paint Deca easing (s)

asing (s)

(p)(1)

(p)(2)

(p)(0)

