## Recursion

Functions

Memory management (functions)

```
s void paint (int n) ?
    Syso(n);
    Print 2();
 s void print2() {
  Syso ("H;");
Ps void main L) {
   int a = 10;
   Syso (a);
   print(a);
   paint2();
  Syso ( End ");
```

Console

10

10

Hi

Hi

End

Stack

```
Consola
   S V perint ( Lint n) {
þ
                                        Start
   Syso (n);
   Perint 2(2);
                                         2
3
 PSV print2 (int n) {
                                         5
     Syso(n);
                                        End
     Pain+3 (3);
    & v paint & (int n) &
 P
     Syso(n);
     paintu(u);
 3
 bs v paint 4 (int n) {
    Syso (n) i
    Paints(5);
 3
   s v paints (int n) {
 þ
     8 yso (n);
 3
b & void main() &
    Syso ("Stoot");
    pain+1(1);
   Syso ("End");
```

Consok Ps void print (int n) { main Starte if (n = = 6) netuan; Base Case syso (n); paint (n+1); psv mainl) { sysolimain Starts") print (1), -Ctack p S void paint Decaesing (int n) & if (n = = 0) satuan; Syso (n); paint Decreasing (n-1) Reconsion paint Decreasing (5) ( p D (4))

Ques paint De careasina Combine Expectations Faith syso(s) baint Decreasing (4) Syso (n) print Decreasing (n-1); Ques Parint In Caeasing Combine Expectation paint Increasing (4); Syso(s); pI (n) { ps v

perint Incareasing (n-1); Sysocn)

Ques Paint Decreasing Increasing

Syso(s); PD ( (4); Syso(s);

igen==0) acetuan; Sysoln) PDI (n-1) Sysoln)

PDI 3