

Recursive method tracing
Stack based approach
Nested recursive call example

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What does `mystery(45)` return?

```
public static int mystery(int value)
{
    if(value <= 10)
        return value * 3;

    return value + mystery(mystery(value / 5));
}
```

There are 2 recursive calls in `mystery`.

Label the inner recursive call 1 and the outer recursive call 2.

```
public static int mystery(int value)
{
    if(value <= 10)
        return value * 3;

    return value + mystery(mystery(value / 5));
}
```

Call 2 Call 1

Use a stack to keep track of the method calls .
Abbreviate the method name as m.
The initial call is m(45).

m(45)

```
public static int mystery(int value)
{
    if(value <= 10)
        return value * 3;

    return value + mystery(mystery(value / 5));
}
                        Call 2    Call 1
```

m(45) stops at call 1 and calls m(9).

Track where m(45) stops with a subscript next to the call.

Add the recursive call to the top of the stack.

m(9)

m(45)₁

```
public static int mystery(int value)
{
    if(value <= 10)
        return value * 3;

    return value + mystery(mystery(value / 5));
}
                        Call 2    Call 1
```

m(9) returns 27.

Cross out m(9) and note the return value.

~~m(9)~~ returns 27

m(45)₁

```
public static int mystery(int value)
{
    if(value <= 10)
        return value * 3;

    return value + mystery(mystery(value / 5));
}
                        Call 2    Call 1
```

Control returns to `m(45)`, the topmost method on the stack that has not yet returned a value.

`m(45)` has just finished call 1 and got back 27.

`m(45)` now stops at call 2 and calls `m(27)`.

Cross out the 1 and replace it with a 2.

Add the call to `m(27)` to the top of the stack.

`m(27)`

~~`m(9)`~~ returns 27

`m(45)`_{±2}

```
public static int mystery(int value)
{
    if(value <= 10)
        return value * 3;

    return value + mystery(mystery(value / 5));
}
                                Call 2    Call 1
```

m(5)

m(27)₁

~~m(9)~~ returns 27

m(45)_{±2}

```
public static int mystery(int value)
{
    if(value <= 10)
        return value * 3;

    return value + mystery(mystery(value / 5));
}
                        Call 2    Call 1
```


~~m(5)~~ returns 15

m(27)₁

~~m(9)~~ returns 27

m(45)_{±2}

```
public static int mystery(int value)
{
    if(value <= 10)
        return value * 3;

    return value + mystery(mystery(value / 5));
}
                        Call 2    Call 1
```

m(15)

~~m(5)~~ returns 15

m(27)_{±2}

~~m(9)~~ returns 27

m(45)_{±2}

```
public static int mystery(int value)
{
    if(value <= 10)
        return value * 3;

    return value + mystery(mystery(value / 5));
}
                        Call 2    Call 1
```

m(3)

m(15)₁

~~m(5)~~ returns 15

m(27)_{±2}

~~m(9)~~ returns 27

m(45)_{±2}

```
public static int mystery(int value)
{
    if(value <= 10)
        return value * 3;

    return value + mystery(mystery(value / 5));
}
                        Call 2    Call 1
```

~~m(3)~~ returns 9

m(15)₁

~~m(5)~~ returns 15

m(27)_{±2}

~~m(9)~~ returns 27

m(45)_{±2}

```
public static int mystery(int value)
{
    if(value <= 10)
        return value * 3;

    return value + mystery(mystery(value / 5));
}
                        Call 2    Call 1
```

m(9)

~~m(3)~~ returns 9

m(15)_{±2}

~~m(5)~~ returns 15

m(27)_{±2}

~~m(9)~~ returns 27

m(45)_{±2}

```
public static int mystery(int value)
{
    if(value <= 10)
        return value * 3;

    return value + mystery(mystery(value / 5));
}
                        Call 2    Call 1
```

~~m(9)~~ returns 27

~~m(3)~~ returns 9

m(15)_{±2}

~~m(5)~~ returns 15

m(27)_{±2}

~~m(9)~~ returns 27

m(45)_{±2}

```
public static int mystery(int value)
{
    if(value <= 10)
        return value * 3;

    return value + mystery(mystery(value / 5));
}
                        Call 2    Call 1
```

~~m(15)~~ just finished call 2 and got back 27.

~~m(15)~~ returns the sum of `value` and the return value from call 2.

~~m(9)~~ returns 27

~~m(3)~~ returns 9

~~m(15)~~_{±2} returns 15 + 27 = 42

~~m(5)~~ returns 15

~~m(27)~~_{±2}

~~m(9)~~ returns 27

~~m(45)~~_{±2}

```
public static int mystery(int value)
{
    if(value <= 10)
        return value * 3;

    return value + mystery(mystery(value / 5));
}
                        Call 2    Call 1
```

~~m(9)~~ returns 27

~~m(3)~~ returns 9

~~m(15)~~_{±2} returns 15 + 27 = 42

~~m(5)~~ returns 15

~~m(27)~~_{±2} returns 27 + 42 = 69

~~m(9)~~ returns 27

~~m(45)~~_{±2}

```
public static int mystery(int value)
{
    if(value <= 10)
        return value * 3;

    return value + mystery(mystery(value / 5));
}
                                Call 2    Call 1
```


~~m(9)~~ returns 27

~~m(3)~~ returns 9

~~m(15)~~₁₂ returns 15 + 27 = 42

~~m(5)~~ returns 15

~~m(27)~~₁₂ returns 27 + 42 = 69

~~m(9)~~ returns 27

~~m(45)~~₁₂ returns 45 + 69 = 114

```
public static int mystery(int value)
{
    if(value <= 10)
        return value * 3;

    return value + mystery(mystery(value / 5));
}
                                Call 2    Call 1
```