Tear Down Stack Frame

call depth 1 ▢
p_r ("Now")

…and write 1 into **rest**.

call depth 2 ▢
p_r ("ow")

R5,R6→

rest (0)
linkage | ret. val (1)
s (x4002)

call depth 3 ▢
p_r ("w")

R5,R6→

rest (1)
linkage | ret. val (bits)
s (x4001)

returns 1

call depth 4 ▢
p_r ("")

rest (bits)
linkage | ret. val (bits)
s (x4000)

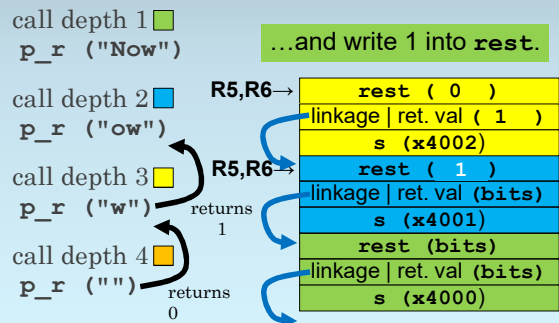returns 0
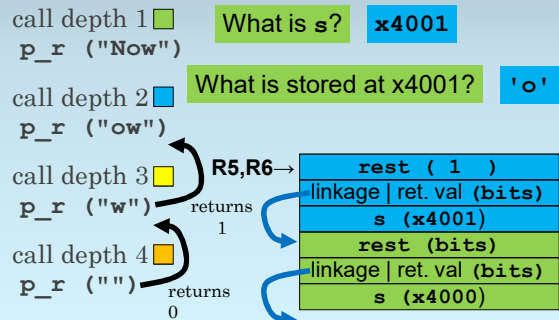
What Happens Next?

```
int32_t print_reverse(const char* s)
{
    int32_t rest;
    if ('\0' == *s) {
        return 0;
    }
    rest = print_reverse (s + 1);
    printf ("%c", *s);
    return (rest + 1);
}
```

Print *s.

Print Character at **s**

call depth 1 ▢
p_r ("Now")

What is **s**?   **x4001**

What is stored at x4001?   **'o'**

call depth 2 ▢
p_r ("ow")

call depth 3 ▢
p_r ("w")

R5,R6→

rest (1)
linkage | ret. val (bits)
s (x4001)

returns 1

call depth 4 ▢
p_r ("")

rest (bits)
linkage | ret. val (bits)
s (x4000)

returns 0

What Happens Next?

```
int32_t print_reverse(const char* s)
{
    int32_t rest;
    if ('\0' == *s) {
        return 0;
    }
    rest = print_reverse (s + 1);
    printf ("%c", *s);
    return (rest + 1);
}
```

Output is now **"wo"**.

Return (**rest + 1**).