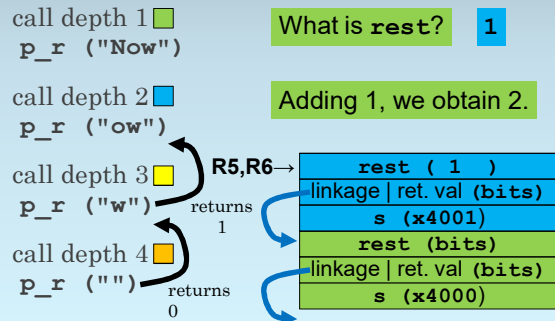


## Return (rest + 1)

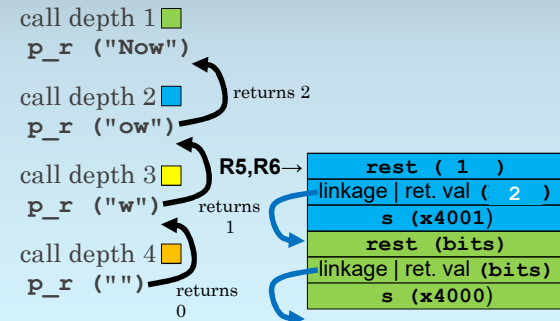


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slide 49

## Write 2 into Return Value Slot



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slide 50

## What Happens When print\_reverse Returns?

```
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);
}
```

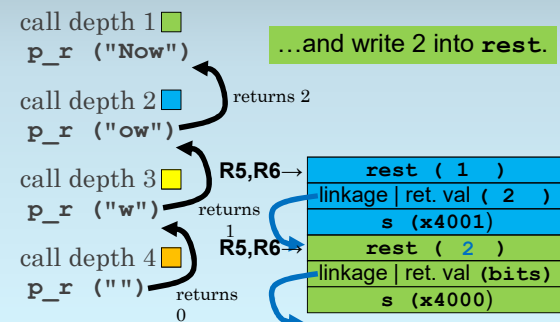
On return, return value is written into rest.

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slide 51

## Tear Down Stack Frame



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slide 52