

What Happens First?

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

Have We Found a NUL?

call depth 1
p_r ("Now")

What is s? x4000

What is stored at x4000? 'N'

R5,R6→	rest (bits)
	linkage ret. val (bits)
	s (x4000)



What Happens Next?

```
int32_t print_reverse(const char* s)
{
    int32_t rest;
    if ('\0' == *s) { 'N' is not NUL,
        so don't return yet.
    }
    rest = print_reverse (s + 1);
    printf ("%c", *s);
    return (rest + 1);
}
Call print_reverse again with (s + 1).
```

What is Passed to the Recursive Call?

call depth 1
p_r ("Now")

What is s? x4000

Adding 1, we obtain x4001.

R5,R6→	rest (bits)
	linkage ret. val (bits)
	s (x4000)

