

1000	fe,01,01,13	add sp,sp,-32
1004	00,11,2e,23	sw ra,28(sp)
1008	00,50,07,93	li a5,5
1012	00,f1,26,23	sw a5,12(sp)
1016	00,60,07,93	li a5,6
1020	00,f1,24,23	sw a5,8(sp)
1024	00,81,25,83	lw a_,_____
1028	00,c1,25,03	lw a0,_____
1032	01,c0,00,ef	jal _____
1036	00,a1,22,23	sw a_,_____
1040	00,41,27,83	lw a5,4(sp)
1044	00,07,85,13	mv a0,a5
1048	01,c1,20,83	lw ra,28(sp)
1052	02,01,01,13	add sp,sp,32
1056	00,00,00,67	ret

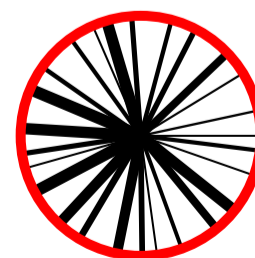
```
int main(void) {
    int x = 5;
    int y = 6;
    int r = add(x,y);

    return r;
}
```

1060	fe,01,01,13	add sp,sp,-32
1064	00,11,2e,23	sw ra,28(sp)
1068	00,a1,26,23	sw a0,12(sp)
1072	00,b1,24,23	sw a1,8(sp)
1076	00,81,27,83	lw a5,8(sp)
1080	00,07,96,63	bnez a5,1092
1084	00,c1,27,83	lw a5,12(sp)
1088	02,40,00,6f	j 1124
1092	00,c1,27,83	lw a5,12(sp)
1096	00,17,07,13	add a4,a5,1
1100	00,81,27,83	lw a5,8(sp)
1104	ff,f7,07,93	add a5,a5,-1
1108	00,07,85,93	mv a1,a5
1112	00,07,05,13	mv a0,a4
1116	fc,9f,f0,ef	jal 1060
1120	00,05,07,93	mv a5,a0
1124	00,07,85,13	mv a0,a5
1128	01,c1,20,83	lw ra,28(sp)
1132	02,01,01,13	add sp,sp,32
1136	00,00,00,67	ret

```
int add(int a, int b) {
    if (b == 0) {
        return a;
    }

    return add(a + 1, b - 1);
}
```



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 file: code/12-recursion-0.c