

```
1: int gcd(int m, int n)
2: {
3:     int x;
4:
5:     /* base case: check for 0 */
6:     if (n == 0) return(1);
7:
8:     /* recurse */
9:     x = gcd(n, m % n);
10:
11:     /* done! */
12:     return(x);
13: }
14:
15: int main(void)
16: {
17:     int n;
18:
19:     n = gcd(126, 28);
20:     printf("GCD of 126 and 28 is %d\n",
21:           n);
22: }
```

Initial call to gcd: gcd( $m \leftarrow 126$ ,  $n \leftarrow 28$ )

```
1: int gcd(int m, int n)
2: {
3:     int x;
4:
5:     /* base case: check for 0 */
6:     if (n == 0) return(1);
7:
8:     /* recurse */
9:     x = gcd(n, m % n);
10:
11:     /* done! */
12:     return(x);
13: }
```

gcd(126, 28): return to main, line 19  
m = 126, n = 28



gcd( $m \leftarrow 126, n \leftarrow 28$ ):  
6: condition false, so skip  
9: call gcd(28, 14)

```
1: int gcd(int m, int n)
2: {
3:     int x;
4:
5:     /* base case: check for 0 */
6:     if (n == 0) return(1);
7:
8:     /* recurse */
9:     x = gcd(n, m % n);
10:
11:     /* done! */
12:     return(x);
13: }
```

gcd(28, 14): return to line 9, purple arrow  
m = 28, n = 14

gcd(126, 28): return to main, line 19  
m = 126, n = 28

gcd( $m \leftarrow 28, n \leftarrow 14$ ):  
6: condition false, so skip  
9: call gcd(14, 0)



```
1: int gcd(int m, int n)
2: {
3:     int x;
4:
5:     /* base case: check for 0 */
6:     if (n == 0) return(1);
7:
8:     /* recurse */
9:     x =   gcd(n, m % n);
10:
11:     /* done! */
12:     return(x);
13: }
```

gcd(14, 0): return to line 9, red arrow  
m = 14, n = 0

gcd(28, 14): return to line 9, purple arrow  
m = 28, n = 14

gcd(126, 28): return to main, line 19  
m = 126, n = 28

gcd( $m \leftarrow 14, n \leftarrow 0$ ):  
6: condition true, so return 14

```
1: int gcd(int m, int n)
2: {
3:     int x;
4:
5:     /* base case: check for 0 */
6:     if (n == 0) return(1);
7:
8:     /* recurse */
9:     x =   gcd(n, m % n);
10:
11:     /* done! */
12:     return(x);
13: }
```

gcd(14, 0): return to line 9, red arrow  
m = 14, n = 0; return 14

gcd(28, 14): return to line 9, purple arrow  
m = 28, n = 14

gcd(126, 28): return to main, line 19  
m = 126, n = 28

```

gcd(m ← 28, n ← 14) :
    6: condition false, so skip
    9: call gcd(14, 0); return 14
    12: return 14
1: int gcd(int m, int n)
2: {
3:     int x;
4:
5:     /* base case: check for 0 */
6:     if (n == 0) return(1);
7:
8:     /* recurse */
9:     x = ↑ gcd(n, m % n);
10:
11:    /* done! */
12:    return(x);
13: }

```

~~gcd(14, 0): return to line 9, red arrow  
m = 14, n = 0; return 14~~

gcd(28, 14): return to line 9, purple arrow  
m = 28, n = 14; return 14

gcd(126, 28): return to main, line 19  
m = 126, n = 28

```

gcd(m ← 126, n ← 28) :
    6: condition false, so skip
    9: call gcd(28, 14); return 14
    12: return 14
1: int gcd(int m, int n)
2: {
3:     int x;
4:
5:     /* base case: check for 0 */
6:     if (n == 0) return(1);
7:
8:     /* recurse */
9:     x = ↑ gcd(n, m % n);
10:
11:    /* done! */
12:    return(x);
13: }

```

~~gcd(14, 0): return to line 9, red arrow  
m = 14, n = 0; return 14~~

~~gcd(28, 14): return to line 9, purple arrow  
m = 28, n = 14; return 14~~

gcd(126, 28): return to main, line 19  
m = 126, n = 28