

1. `public static int mystery ( int a, int b ) {` `mystery ( 4, 6 )`  
    `if ( a == 1 )`  
        `return b;`  
    `else`  
        `return a * mystery ( a - 1, b );`  
`}`

2. `public static void trickery ( int n ) {` `trickery ( 35 )`  
    `if ( n > 1 )`  
        `trickery ( n / 2 );`  
    `System.out.print ( n + " " );`  
`}`

3. `public static int villainy ( int n ) {` `villainy ( 38 )`  
    `if ( n == 0 )`  
        `return 0;`  
    `else`  
        `return ( n + villainy ( n / 3 ) * 4 );`  
`}`

4. `public static int interesting ( int a, int b ) {` `interesting ( 3, 4 )`  
    `if ( b == 1 )`  
        `return a * a;`  
    `else if ( b == 0 )`  
        `return a;`  
    `else`  
        `return interesting ( a , b - 2 ) + interesting ( a, b - 1 );`  
`}`

5. `public static void curses ( int n ) {` `curses ( 72 )`  
    `System.out.println ( n + " " );`  
    `if ( n <= 1 )`  
        `System.out.println ( "repeat after me . . . " );`  
    `else`  
        `curses ( ( n - 1 ) / 3 );`  
    `System.out.print ( n + " " );`  
`}`