

```
##1
public void doSomething(int num)
{
    System.out.println(num);
    doSomething(num+1);
}
```

```
##2
public void tryThis(int num)
{
    if(num < 5)
    {
        System.out.println(num);
        tryThis(num+1);
    }
}
```

```
##3
public void doThis(int x)
{
    if(x == 0)
        System.out.println("Done");
    else
    {
        System.out.println(x);
        doThis(x-1);
    }
}
```

```
##4
public void buildThis(int x)
{
    if(x == 0)
        System.out.print("Done");
    else
    {
        System.out.print(x);
        buildThis(x-1);
        System.out.print(x);
    }
}
```

```
//#5
public void goForIt(int x)
{
    if(x == 0)
        System.out.print("A");
    else
    {
        goForIt(x-1)
        System.out.print(x);
        goForIt(x-1);
    }
}
```

```
//#6
public int runIt(int x)
{
    if(x == 1)
        return 1;
    else
        return runIt(x-1) + x;
}
```

```
//#7
public int switchIt(int x, int y)
{
    if(x <= 1 || y <= 1)
        return 1;
    else
        return switchIt(y, x-1) + x*y;
}
```