Ordinea evaluării operanzilor

Cum explicați rezultatul următorului program rulat în MS Visual Studio 2019 ?

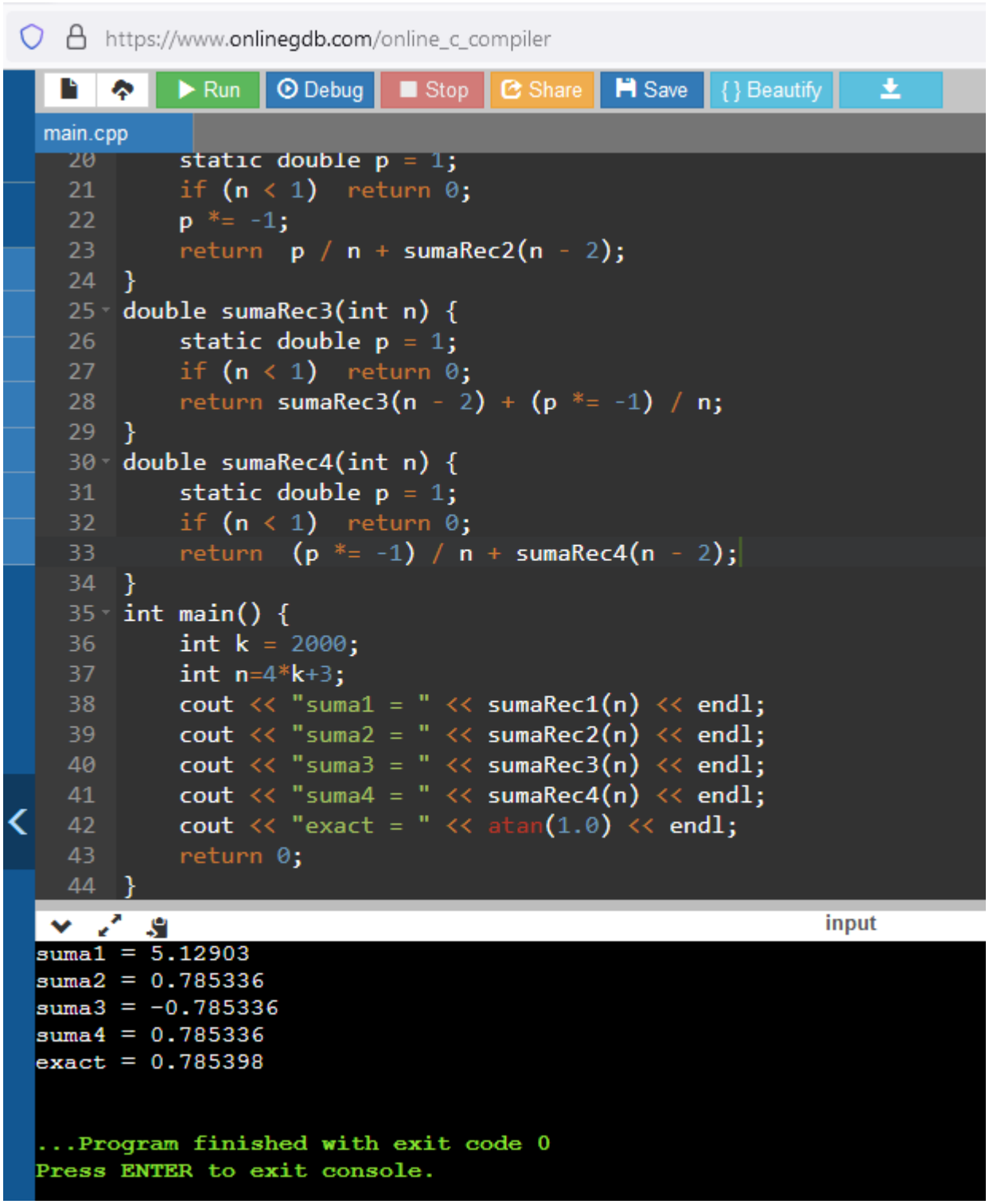
```
#include<iostream>
#include<math.h>
using namespace std;
//calculam recursiv
//1-1/3+1/5-1/7+...=pi/4
double sumaRec1(int n) {
	static double p = 1;
	if (n < 1)	return 0;
	p *= -1;
	return  sumaRec1(n - 2) + p / n;
}
double sumaRec2(int n) {
	static double p = 1;
	if (n < 1)	return 0;
	p *= -1;
	return  p / n + sumaRec2(n - 2);
}
double sumaRec3(int n) {
	static double p = 1;
	if (n < 1)	return 0;
	return sumaRec3(n - 2) + (p *= -1) / n;
}
double sumaRec4(int n) {
	static double p = 1;
	if (n < 1)	return 0;
	return  (p *= -1) / n + sumaRec4(n - 2);
}
int main() {
	int k = 2000;
	int n = 4 * k + 3;
	cout << "suma1 = " << sumaRec1(n) << endl;
	cout << "suma2 = " << sumaRec2(n) << endl;
	cout << "suma3 = " << sumaRec3(n) << endl;
	cout << "suma4 = " << sumaRec4(n) << endl;
	cout << "exact = " << atan(1.0) << endl;
	return 0;
}
```

Rezultat:

```
suma1 = 5.12903
suma2 = 0.785336
suma3 = 0.785336
suma4 = 0.785336
exact = 0.785398

D:\_CURSURI\2024\cpp_2024\C__03\lucru\Project2024\Debug\Project2024.exe (process 9740)
exited with code 0.
Press any key to close this window . . .
```

Cum explicați rezultatul aceluiași program, rulat cu compilatorul OlineGDB ?
https://www.onlinegdb.com/online_c_compiler



Cum explicați diferența dintre cele două rulări?