Import graphics module

Data needed:

Window variable in main()

Temp rectangle variable in recursive functions, can be overwritten once drawn

Store rects in a list, variable to keep track of regions it creates as a result

2D list?

Algorithms:

Initial draw window function, define window class maybe?

Draw correct size, fill white

OR do this inside of main()

CheckSize function:

Used to check if region is valid to be split

If statement based on conditions provided in

Split function:

Split() call inside itself based on if new regions are created or not

CheckSize() is called every time

DrawRect function:

Function used to actually generate rectangles

Take in two points, generated elsewhere to be able to store info temporarily.

Fill function to fill finalized regions

Random number generation to determine color

Need way to keep track of individual regions, perhaps take in temp variable representing rectangles

Main function:

Call draw window function?

Call split function

Conditionals for split function here possibly?

Fill function under conditionals?

Pseudocode:

Def draw window

Def checksize()

Def split()

Create an initial split using a line object

Def drawrect() #uses previous functions ideally, comes last.

Take in two points, generate rectangle based on sizes

Def main():

Generate window

Create initial split

Random num gen based on specs

CheckSize function to ensure nums are valid, if valid then ->

Use random num to generate rectangle sizes