

CS167 - Intro Programming

Albert Schueller

Spring 2016, 10TThF, Olin 165

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Homework 08: Recursive Tree (due Mar 29, 2016)

1. In this assignment, we will draw a "tree" using a recursive function.

Your program should have the following features:

- The canvas should be 800×800 pixels.
- The 'D' key causes the tree to grow by increasing the depth of recursion by 1, 'd' decreases the depth of recursion by 1.
- The 'A' key increases the branch angle, 'a' decreases branch angle.
- The 'L' key increases the length of the initial trunk, 'l' decreases it.
- The 'S' key increases the scaling between successive levels of recursion, 's' decreases it.
- Build some kind of connection between the mouse and the tree.
- Employ color.
- Implement some kind of Above & Beyond element.

Submit the .pyde file to me via the class [Upload](#) link.

2. Use [this script](#) and the `saveFrame()` function to create a video of your tree in action. Here is a [tutorial video](#) showing how to do this. Upload the resulting .avi file to me using the class Upload link.

Homework 08:

TBA