

PS2 Recursive Graphics (Pythagoras Tree)

Overview:

This program uses recursion to draw a Pythagoras tree.

Implementation:

A base square is drawn, and it has a left and a right child that are scaled down and rotated above the base square. The left and right child are now treated as bases, and they each have a left and right child, creating a tree-like image when several iterations have been done.

What I Learned:

- Had already learned about recursion, but this made my understanding of it very solid.
- Inheritance from `sf::Drawable` to make drawing an object to the window more simple.
- Drawing shapes and adding color to them.

Output:

