

Lab Goal : This lab was designed to teach you more about recursion.

Lab Description : Use recursion to draw a series of circles on the screen.

Example of recursion – type this in to an old program and run it to see how it works. Change the value passed from the main to see how it affects the output.

```
public void demo( int x )
{
    if( x > 0 )
    {
        System.out.println(x);
        demo(x-5);
    }
}
```

```
//code in main
prog.demo(20);
```

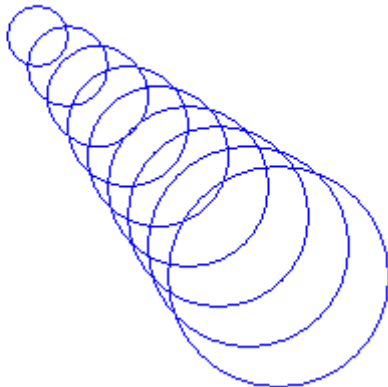
OUTPUT

20
15
10
5

Sample Output :

LAB21A – In lab21a, you are to complete the recursive `drawCircles()` method so that it will draw all of the circles in the image below. It currently only draws the first and smallest circle.

Drawing Circles Using Recursion

**Files Needed ::**

`RecursiveCircles.java`
`GraphicsRunner.java`