# **Assignment 3 - Recursive algorithms**

This assignment was locked Mar 19 at 11:59pm.r this assignment you will be writing recursive versions of two starter programs: LineDrawing.java, and FallingLines.java

LineDrawing.java contains an iterative algorithm that draws squares. Each successive square is rotated clockwise about its upper left corner by a constant angular increment. For a visual understanding of this, load LineDrawing.java into a Java project and run it. It should provide a graphical representation of what you're being asked to do in a recursive algorithm.

Similarly, FallingLines.java is an iterative algorithm that draws some number of straight lines. Except for the first vertical line, each successive line is a raised, tilted, shrunken version of it's predecessor. For a graphical representation of what you're being asked to implement with a recursive algorithm, load FallingLines.java into a Java project and run it. It should provide a graphical representation of what you're being asked to do in a recursive algorithm.

When you have working versions of the assignment, upload the java file(s) to canvas.

You can place both algorithms in the same project if you like. Or provide two separate files (one file containing each algorithm).