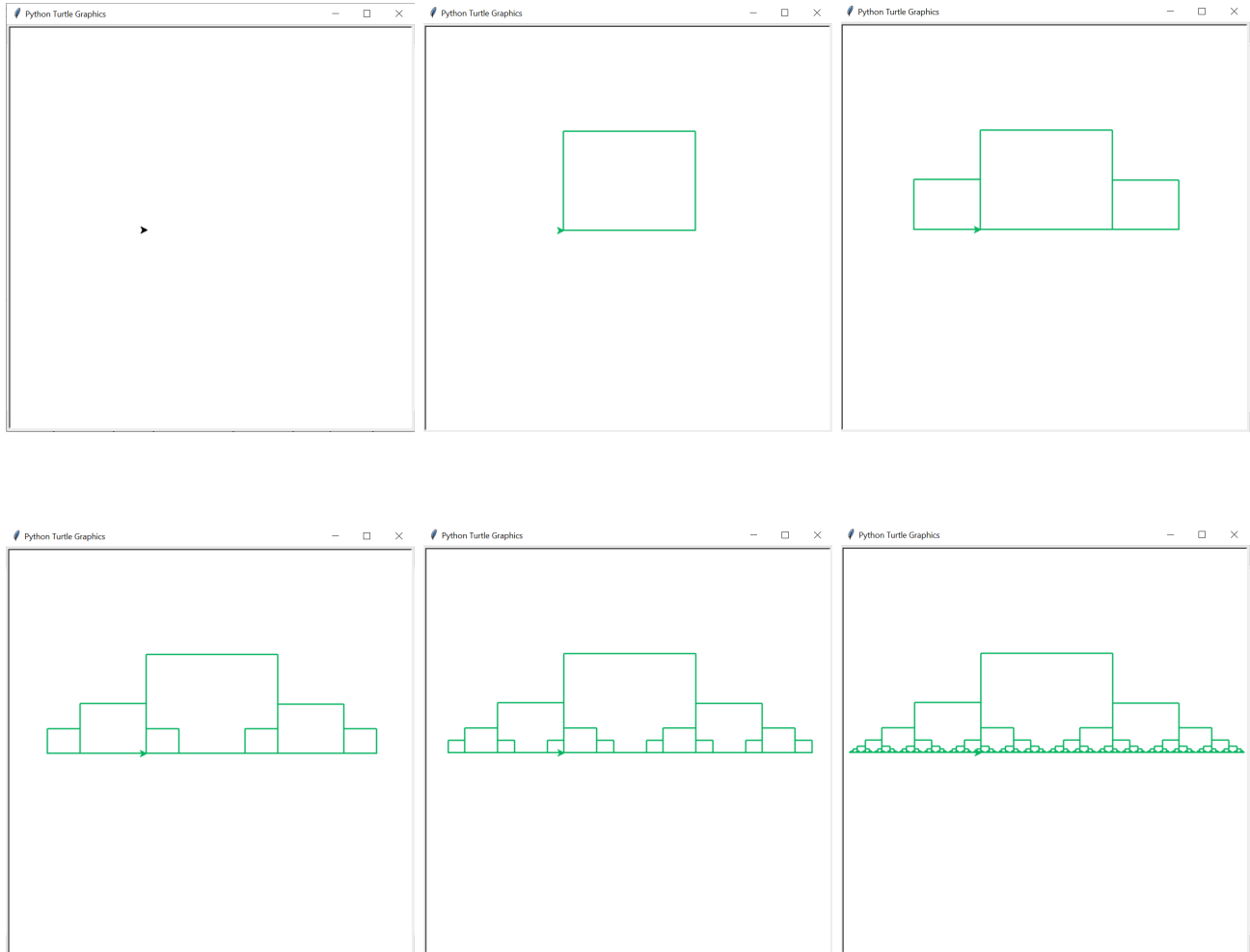


Recursion – Homework 10

- This is an individual assignment.
- Before you start on the homework, please read the rules on collaboration and submission in the syllabus.

Design and write a program **hw10.py** that generates a rectangles image using Python's turtle graphics module. Your program should include a function **one_rectangle** that draws a single rectangle. The rectangle has a length that is twice as long as its width. Use it in another function **rectangles** that draws multiple rectangles *recursively*. Your program should prompt the user for inputs: **depth** used to generate the image and **size** of the length of a rectangle. The figures below illustrate the output that should be generated for various input values.



Rectangle images for **depth** = 0, 1, 2, 3, 4, 8 and **size** = 200.

Each next **depth** of rectangles (if there is one) has rectangles with length of edges of **size** half shorter than the rectangles in the previous depth. Program uses `turtle.color("#04B45F")`.

Initialization

- Because the size of the images varies based on the value of the input `size`, scale your image within the window (and draw quickly) using the following `init` function:

```
def init(size):  
    turtle.reset()  
    turtle.setup(600,600)  
    turtle.setworldcoordinates (-size, -size, 2*size, size)  
    turtle.speed(0)  
    turtle.up()  
    turtle.pensize(2)
```

- It uses `turtle.speed(0)` to cause your turtle to draw at max speed
- This will scale your drawing and set you up in the proper place of the canvas, facing east, pen up ready to go.

Requirements

- Include your name at the top of your file.
- Include the `main` function to:
 - Prompt the user for the number of levels to include in the squares image. You may assume the input is a nonnegative integer. (You don't have to check for invalid input.)
 - Prompt the user for the size of the longer side of the first rectangle. (You don't have to check for invalid input.)
 - Call `init` function.
 - Call your `rectangles` function.
- Use **RECURSION** to draw the rectangles image. You should have a single recursive function `rectangles` that draws multiple rectangles.
- Use the given `init` function.
- Have a function `one_rectangle` that draws a single rectangle.

Submission Requirements

The title for this lab is hw10. Your submitted file is required to be named `hw10.py`.

Grading

The rubric for this assignment is available through Gradescope.

Submissions that do NOT use recursion will receive zero for the assignment.