

# EECS 233 HW5

Ben Pierce  
bgp12@case.edu

October 9, 2017

GitHub: <https://github.com/bp0017/CWRUEECS233/tree/master/HW5>

## 1 Question 1 Output

```
Enter name (or 'quit'): annie
Enter current time 900
annie can have it now!
Enter name (or 'quit'): betty
Enter current time 930
betty can have it at 1000
Enter name (or 'quit'): charles
Enter current time 1045
annie is done!
charles can have it at 1100
Enter name (or 'quit'): danny
Enter current time 1215
betty is done!
charles is done!
danny can have it now!
Enter name (or 'quit'): robert
Enter current time 1350
charles is done!
robert can have it now!
Enter name (or 'quit'): tim
Enter current time 1400
danny is done!
tim can have it at 1450
Enter name (or 'quit'): q
```

## 2 Question 2: Fractals



.gif also included in submission, named ani.gif

## 3 Question 3: Grids and Recursion

### 3.1 Non-Recursive Method

```
C:\Users\bp001\Documents\EECS223\HW5>java Grid
Enter a direction for a step (s=straight , l=left , r=right , q=quit):
s
Enter a direction for a step (s=straight , l=left , r=right , q=quit):
l
Enter a direction for a step (s=straight , l=left , r=right , q=quit):
r
Enter a direction for a step (s=straight , l=left , r=right , q=quit):
l
Enter a direction for a step (s=straight , l=left , r=right , q=quit):
l
Enter a direction for a step (s=straight , l=left , r=right , q=quit):
s
Enter a direction for a step (s=straight , l=left , r=right , q=quit):
q
```

Turn 180 degrees  
Take a step and remain straight  
Take a step and turn right  
Take a step and turn right  
Take a step and turn left  
Take a step and turn right  
Take a step and remain straight  
You have arrived where you started!

## 3.2 Recursive Method

```
C:\Users\bp001\Documents\EECS223\HW5>java RecursiveGrid
Enter a direction for a step (s=straight, l=left, r=right, q=quit):
s
Enter a direction for a step (s=straight, l=left, r=right, q=quit):
l
Enter a direction for a step (s=straight, l=left, r=right, q=quit):
r
Enter a direction for a step (s=straight, l=left, r=right, q=quit):
l
Enter a direction for a step (s=straight, l=left, r=right, q=quit):
l
Enter a direction for a step (s=straight, l=left, r=right, q=quit):
s
Enter a direction for a step (s=straight, l=left, r=right, q=quit):
q
Turn 180 degrees
Take a step and remain straight
Take a step and turn right
Take a step and turn right
Take a step and turn left
Take a step and turn right
Take a step and remain straight
You have arrived where you started!
```