

Class pattern

[java.lang.Object](#)
pattern

```
public class pattern  
extends Object
```

Since:

1.0

Plots an order n pattern. This is an N-by-N grid of black and white cells, where $N = 2^n$. An order 0 pattern is a black square. An order n pattern is 4 order n-1 patterns arranged in a 2-by-2 grid, but the bottom right is an order n-1 pattern with the roles of black and white reversed.

we use the StdDraw class in edu.princeton library. this library provides a standard drawing class that uses java swing.

edu.princeton library developed by university of Princeton and provided by com.googlecode.

Version:

2.0

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Constructor Summary

Constructors

Constructor	Description
pattern()	

Method Summary

All Methods	Static Methods	Concrete Methods
Modifier and Type	Method	Description
static void	main (String [] args)	This is the main method.
static void	recursion (double xbegin, double ybegin, double xend, double yend, int order, boolean color)	order order pattern with lower left endpoint (xbegin, ybegin) and upper right endpoint (xend, yend).

Methods inherited from class [java.lang.Object](#)

```
clone↗, equals↗, finalize↗, getClass↗, hashCode↗, notify↗, notifyAll↗, toString↗,  
wait↗, wait↗, wait↗
```

Constructor Details

pattern

```
public pattern()
```

Method Details

recursion

```
public static void recursion(double xbegin,  
                             double ybegin,  
                             double xend,  
                             double yend,  
                             int order,  
                             boolean color)
```

order order pattern with lower left endpoint (xbegin, ybegin) and upper right endpoint (xend, yend).

Parameters:

order - order of the recursion

xbegin - the beginning of the x-axis

xend - the end of the x-axis

ybegin - the beginning of the y-axis

yend - the end of the y-axis

color - for changing the color

main

```
public static void main(String↗[] args)
```

This is the main method.

change the int order number to plot an order n recursive pattern.

to change the screen resolution change the CanvasSize by using StdDraw.setCanvasSize(width,height);.

Parameters:

args - Unused.

