

Recursive Turtles

Included is a modified version of MIT's Turtle Graphics for Java. Turtle graphics has a strong legacy in Computer Science going back to the 1960s. Read more about it here:

https://en.wikipedia.org/wiki/Turtle_graphics

Your task is to create a program that draws an interesting design using recursion. First consider your terminating case: in what situation do you want the turtle to stop drawing? Then consider how drawing a more complex shape can be achieved by drawing a smaller or more simple version of the same shape. Feel free to experiment.

You will find in this folder the Turtle object itself, an interface called `Drawable` which contains the primary Turtle method headers, and API for `Drawable` and a demonstration called `TurtleDemo` that shows you how you can wield some of these Turtle abilities.

