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.

A computer screen shot of a spider

Description automatically generated