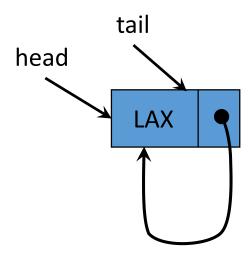
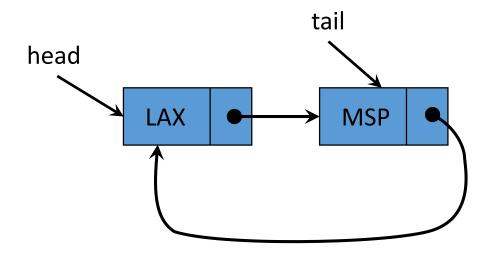
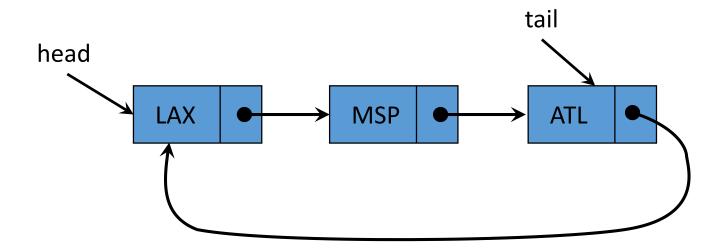
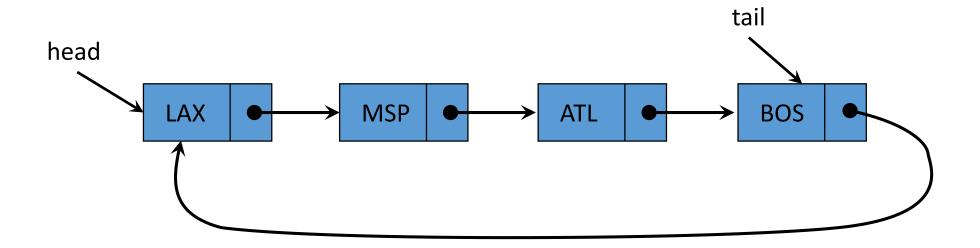
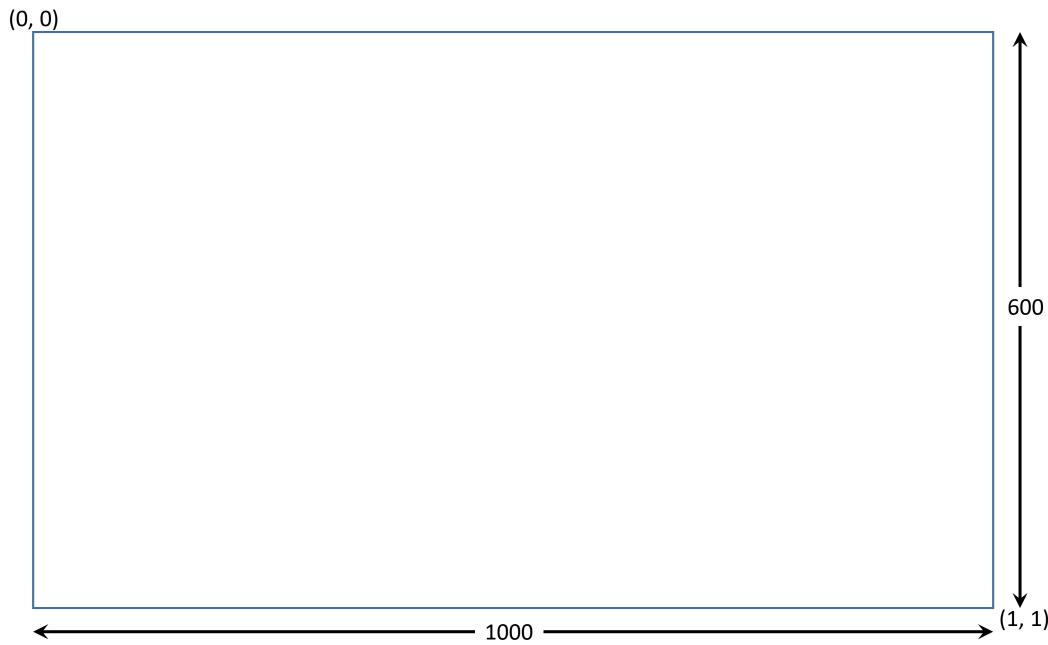
Lab 3

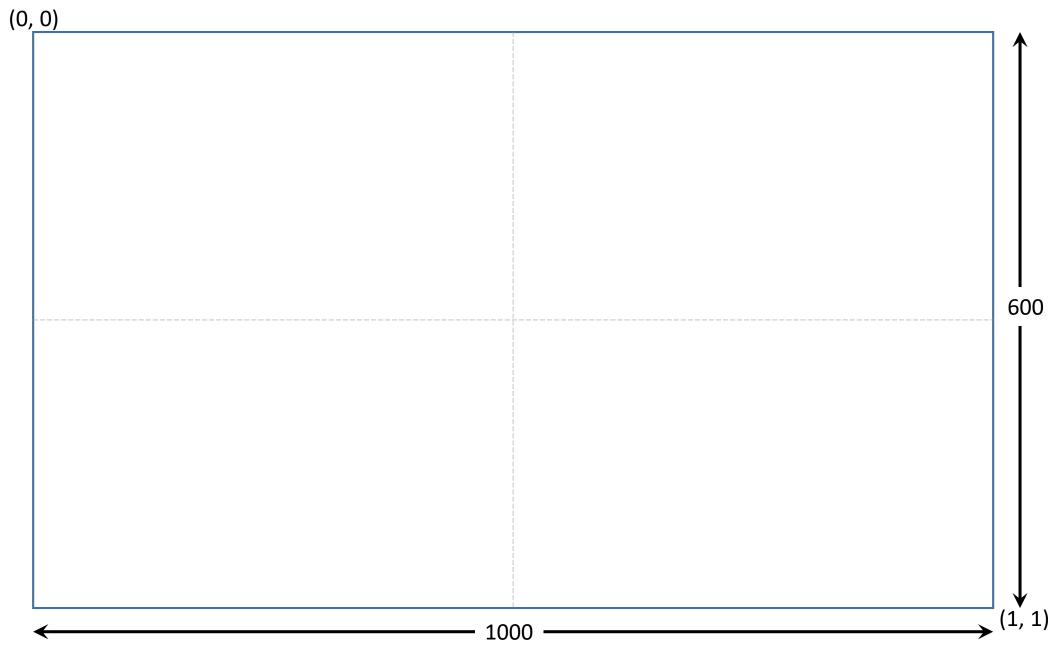


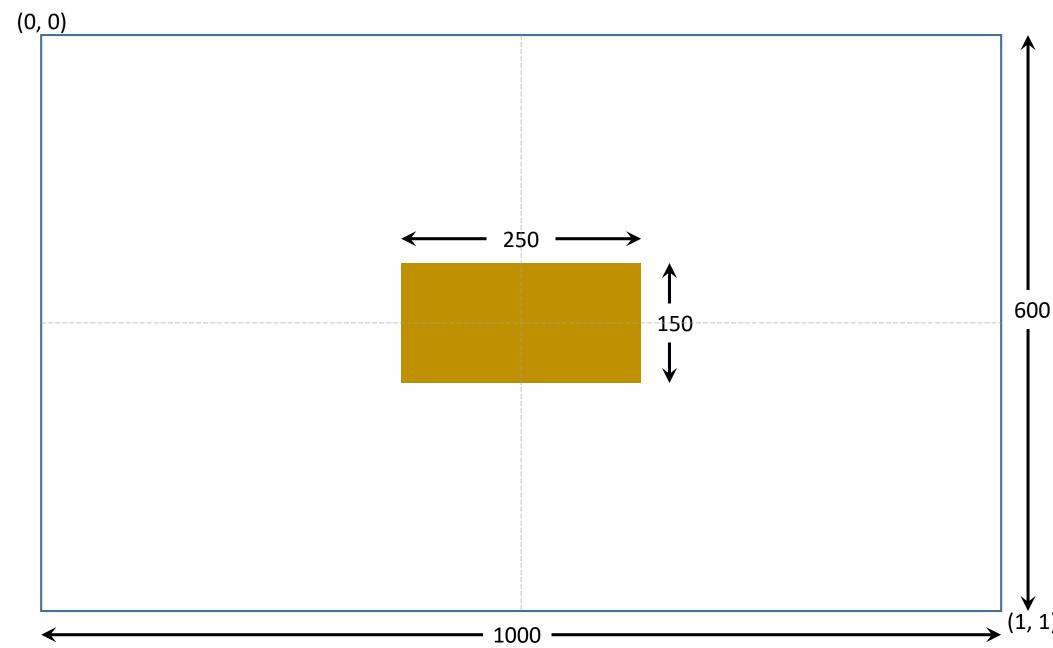


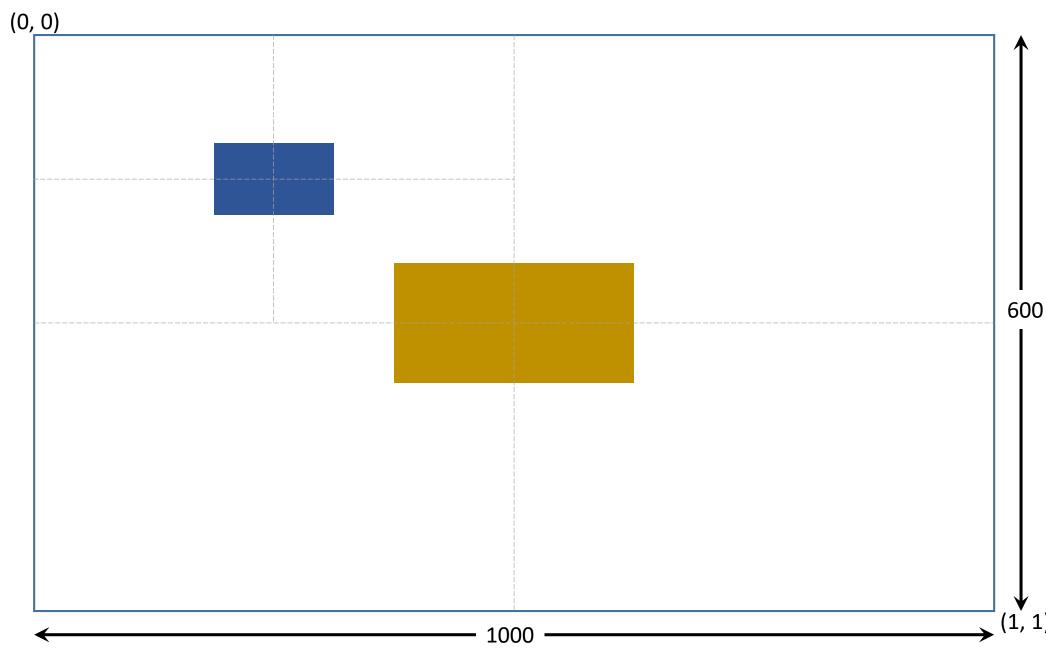


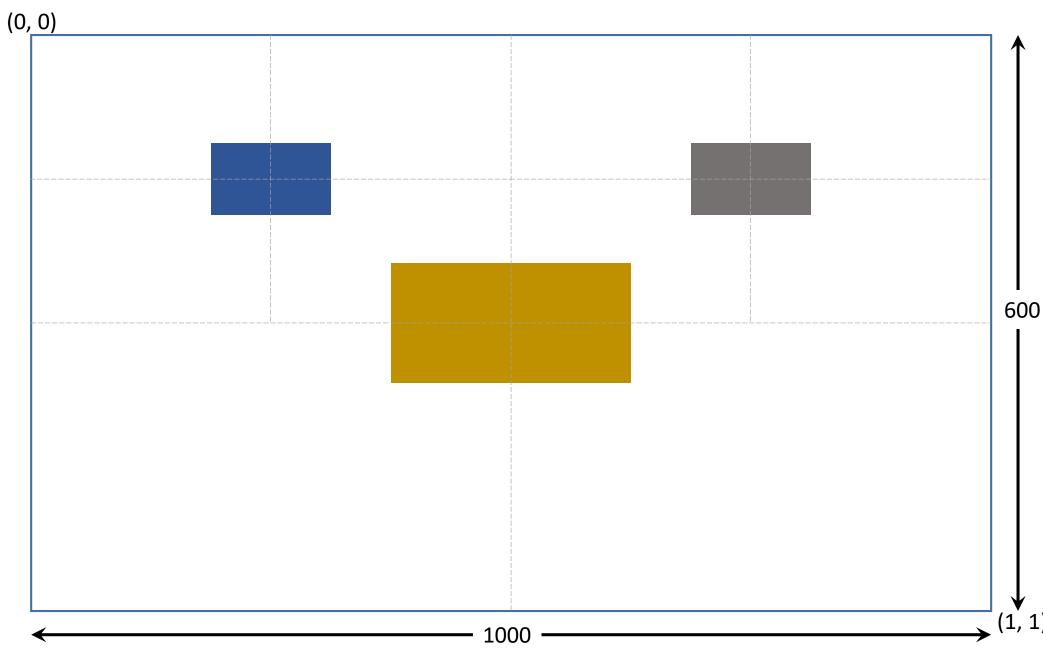


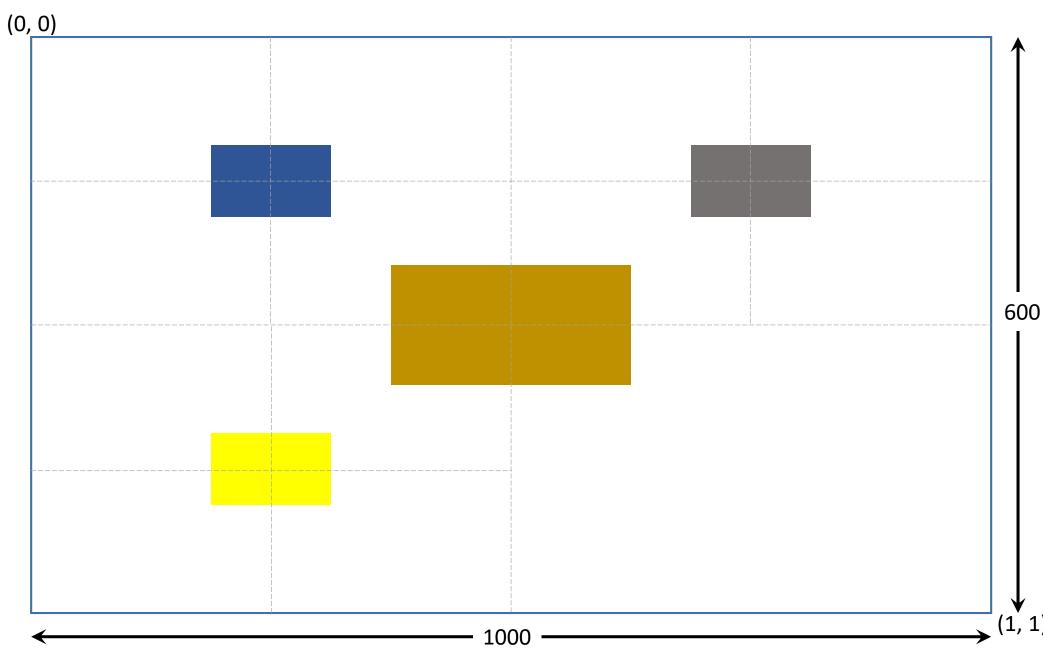


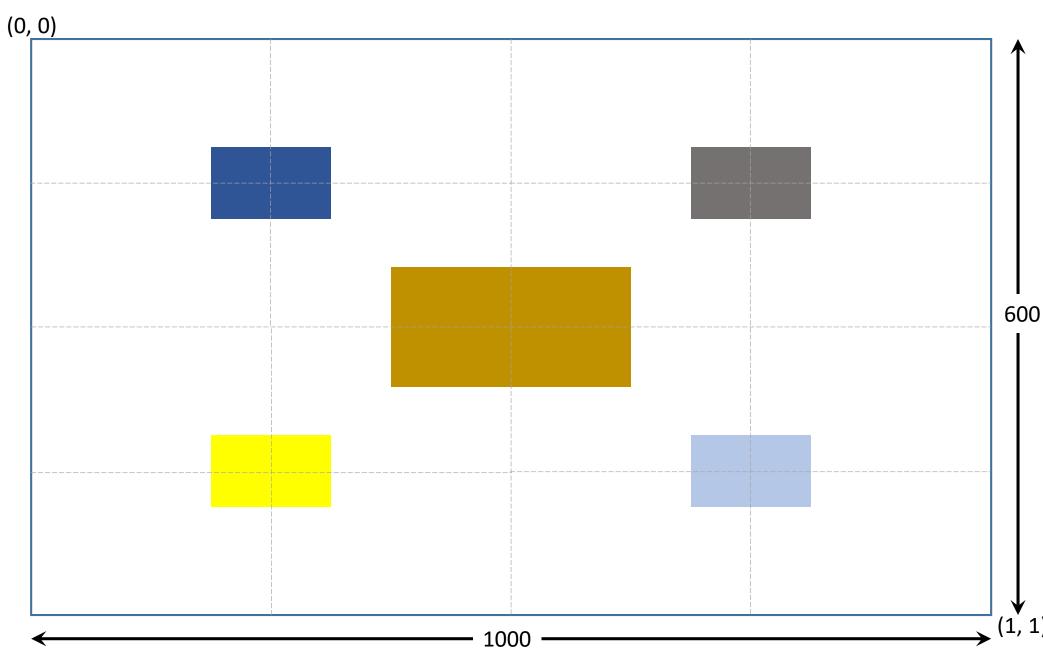












- If the width and height are greater than MIN_SIZE, then place a rectangle at the center of the window filled with a solid random color, otherwise, we will not draw anything (base case).
- When checking the condition, do not forget to do the conversion from x and y values to pixels (e.g., windowWidth * WIDTH > MIN_SIZE)

• Check lecture 6