
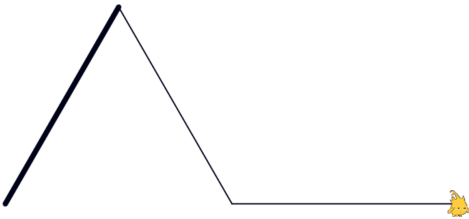
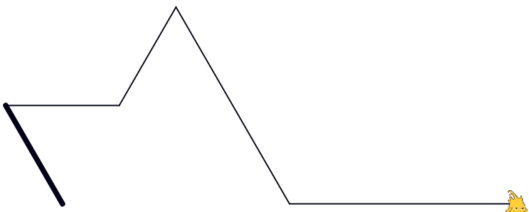
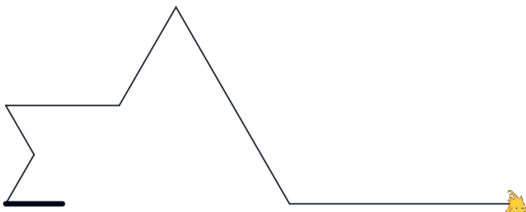


CS10 With-Snap! Midterm (Fall 2019, Sec 1)

Below are screenshots of the first four iterations of a beautiful fractal. Write recursive code that generates the fractal (you don't have to match our exact placement on the screen), and name it **FractalYourfirstnameYourlastname.xml** (e.g., **FractalAlanTuring.xml**). Also, save a PNG image of the *fifth* ($n = 5$) iteration and name it similarly, (e.g., **FractalAlanTuring.png**). To save a PNG image of the stage, right-click (or control-click) on the stage and choose "pic...", then in the new tab right-click (or control-click) the image and save the file to the Desktop. Submit both on bCourses under the "with-Snap!" midterm assignment for the lab section you are in.

Though this may look daunting at first, it isn't that bad. Remember, every fractal has a base case ($n = 1$) and recursive case. We've drawn the fractal with **bold** lines to indicate the parts of the drawing that recurse; the other parts of the drawing at $n = 2$ are just lines. (You don't have to copy our bold/normal style, it's ok if it's all the same.) Look at how the straight line at $n = 1$ transforms into the $n = 2$ case – this happens for *every* bold line at the next level. *The three $n = 2$ lines are 1/2 the length of the $n = 1$ line, and the sprite ends facing the same way it began.*

	
n = 1	n = 2
	
n = 3	n = 4