Week 2 Challenge – Fractal Drawer

The first challenge assignment had the robot pick up beepers that made a fractal. In this week's assignment, the robot will "draw" the fractal by placing beepers down in the world. There is a clever way to use polymorphism to make the task of creating this fractal much easier if you start with the solution from the first fractal challenge. You can use your own solution, or use the one posted on the Moodle page.

The fractal is shown below. It's big so you can see the beepers.