

Regular Work

F (0–60): Does not meet the requirements for a D below.

D (61–70): Uses recursion to generate a non-trivial output that can draw an image on the computer screen.

The generated image varies in structure (not just color) based on random values.

C (71–80): Successfully implements a significant part of the provided algorithm, but is generating wrong or incomplete results.

B: 81–90: Generally implements the algorithm outlined in the project description page, but the implementation has a small shortcoming like missing one case or re-using the same random number in some situations.

A⁻ (91–95): Implements the approach outlined in the lab description page to generate images that are consistent with those shown in the assignment handout.

A (96–100): Two versions of the program are submitted. One version meets the requirements for an A⁻ while the second version implements modest extensions/improvements to the approach described in the assignment handout to generate something that has a Mondrian style. Note that simply using random colors isn't a sufficient extension.

Extra Credit

10 Two versions of the programs are submitted. One version meets the requirements for an A⁻ while the second version substantially extends/improves the approach described in the assignment handout to generate something that is artistically impressive and has a Mondrian style.

10 Your programs save the art work to a different file name every time the user presses the 's' or 'S' key. They generate and display a new art every time the user presses some other key.

10 A version of your program not only displays the art work, but also animates its drawing.

_____ **TOTAL**