Write the program (consisting of translate, rotate, scale, and "draw house" commands) that creates each of the following pictures.

The commands are:

trans(x,y) - translate by x,y rot(theta) - rotate clockwise by theta degrees scale(sx,sy) - non-uniform scale drawHouse - draws the house



WARNING: There are many possible solutions! These are just representative!

- A) trans 3,0 rot -90 draw house
- C) $\frac{\text{trans 3,0}}{\text{rot 45}}$ $\frac{\text{trans -3,0}}{\text{draw house}}$ 0 1 2 3 4 5 6

Note: some students thought the "origin" corner went to (1,2) rather than (3-2*sqrt(2), 2*sqrt(2)). These solutions were accepted.

drawHouse() draws this picture:

Note:

The commands affect the current transformation (just like OpenGL). The drawHouse command should be your last line.

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Shorter programs are preferable.



D) rot 90scale 1,2 trans -3,0 draw house

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