

Homework 3

Due October 15th

Check out the java skeleton for drawing the Sierpinski triangles on the class website. Fill in the details of method `sdraw`.

```
public void sdraw(Point p1, Point p2, Point p3) {
    System.out.println("drawing:" + p1 + p2 + p3);

    //termination condition: if points are within THRESHOLD of each other, stop

    //else draw the current triangle
    Graphics g = getGraphics();

    //then recursively draw the 3 smaller corner triangles

}
```