Character Patterns

- What's the base case?
- What's the fundamental action? (Print a line, draw a square, etc.)
- How many times will it recurse?
- Is setup needed? (Turtles only)
- Does it "invariate"? (Turtles only)

Turtle Patterns

- Setup
- Invariate

Graphic Patterns

- Act
- Recurse

Recursion Design Patterns

The recursive designs we've seen share some common steps:
1. Some **action** to draw the fundamental part of the design (a box, a line of characters, etc.)
2. **Recursion** - a invocation of the same function to repeat the design
3. **Setup** - the movement used to get the Turtle into position for the next recursion
4. **Invariate** - the movement used to get the Turtle back into the position it started in

Every recursive design we're creating can be broken down into some combination of these steps. Understanding this can be helpful, because it gives you some scaffolding to work with when you approach a new problem.

Design Questions

- What's the fundamental action? (Print a line, draw a square, etc.)
- How many times will it recurse?
- Does it "invariate"? (Turtles only)
- Does it need setup? (Turtles only)