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

Give the 3x3 matrix that performs this transformation (hint: create the transformation by inspection, not by multiplying the matrices from your program together).

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

Example:

call(2, 2)
draw house

Note:
The commands affect the current transformation (just like OpenGL).
The drawHouse command should be your last line.
Shorter programs are preferable.