

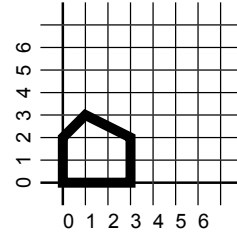
Write the program (consisting of translate, rotate, scale, and “draw house” commands) that creates each of the following pictures.

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:

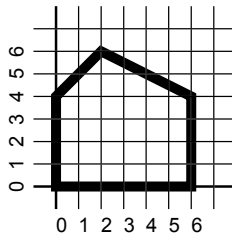
- trans(x,y) - translate by x,y
- rot(theta) - rotate clockwise by theta degrees
- scale(sx,sy) - non-uniform scale
- drawHouse - draws the house

drawHouse() draws this picture:



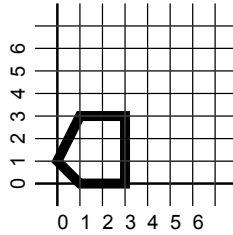
notice that it is NOT symmetrical

Example: scale(2,2)
draw house

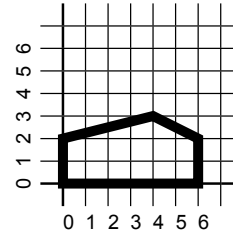


Note:
 The commands affect the current transformation (just like OpenGL).
 The drawHouse command should be your last line.
 Shorter programs are preferable.

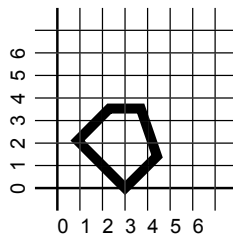
A) _____



B) _____



C) _____



D) _____

