For this lab you will practice using recursion to draw interesting figures. The program `four_squares.java` posted in the class webpage can be used to generate the following figures:

Using `four_squares.java` as model and the `StdDraw` library, do the following:

1. Write a recursive method to draw the following figures:

2. Write a recursive method to draw the following figures:
3. Write a recursive method to draw the following figures:

![Figure a)

![Figure b)

![Figure c)

4. Write a recursive method to draw the following figures:

![Figure a)

![Figure b)

![Figure c)

5. Write a recursive method to draw the following figures:

![Figure a)

![Figure b)

![Figure c)

Write a report describing your work, as explained in the syllabus.