1. The following image is called Sierpinski’s Carpet

You can specify the “intricacy” of the carpet with a parameter called \texttt{steps}. If \texttt{steps} is 0, the carpet is pretty boring:

When \texttt{steps} is 1, 2, or 3, things get a bit more interesting...
Try to define $\text{Sierpinski}(\text{ steps })$ recursively. That is, how do you draw a Sierpinski’s carpet with $\text{step}$ levels of intricacy? Just give general the general idea (pseudo-code)... the details are not important, yet!

2. If the upper-left corner of a square is $(x, y)$ and its width and height are $\text{width}$ and $\text{height}$, respectively, then what are the coordinates of the following points?