Due: Monday 4/25 at 11:59pm

Complete the following problems. Submit them via email (as an attachment or pasting your code into your message).

1. (8 points) Write a JES function `dashedLine` that draws a “dashed line” by repeatedly moving, lifting the pen, moving, putting down the pen, etc. Each movement should be 10 units long. The arguments to `dashedLine` should be the turtle to move and the number of repetitions of a line plus a gap to draw. Your solution must use recursion, which is a function that calls itself.

2. (8 points) Write a JES function `drawSquiggle` that draws lines like the following, which is the result of drawing when the turtle starts facing rightward:

```
  /\  \
 /   \
```

Each “peak” (upward part) should be 10 units above the turtle’s initial position and 10 units wide. Similarly, each “trough” (downward part) should be 10 units below the turtle’s initial position and 10 units wide. The arguments to `drawSquiggle` should be the turtle to move and the number of peak/trough pairs to draw. (So the drawing above is the result of a call to `drawSquiggle(t, 5)`.) The turtle should end up facing the same direction as it started. (So the turtle in the example above would end up facing rightward.) As above, your method must use recursion.