```
 1: #include "PTree.hpp"
 2:
 3: int main(int argc, char* argv[])
 4: {
 5:     int L, N, iter = 0;
 6:     L = atoi(argv[1]);
 7:     N = atoi(argv[2]);
 8:
 9:     std::cout << "Use right arrow to go to the next iteration." << std::endl
;
10:
11:     RenderWindow window (VideoMode(7*L, 4.5*L), "Pythagoras Tree");
12:
13:     //Vector2f pos(6*L/2-L/2, 4*L), orig(0, L);
14:     Vector2f pos(6*L/1.5, 4.5*L), orig(0, L);
15:
16:     PTree rD;
17:
18:     while(window.isOpen())
19:     {
20:         Event event;
21:         while(window.pollEvent(event))
22:         {
23:             if (event.type == Event::Closed || Keyboard::isKeyPressed(Keyboa
rd::Escape))
24:                 window.close();
25:             else if(Keyboard::isKeyPressed(Keyboard::Right)) {
26:                 if (iter < N)
27:                     iter++;
28:             }
29:         }
30:
31:         window.clear();
32:         rD.pTree(window, L, pos, orig, 0, iter);
33:         window.display();
34:     }
35:
36:     return EXIT_SUCCESS;
37: }
```