

```
1: #include <SFML/Graphics.hpp>
2: #include <SFML/Window.hpp>
3: #include <cmath>
4: #include <iostream>
5: #include <time.h>
6: #include <string>
7:
8: using namespace sf;
9:
10: class PTree{
11: public:
12:     PTree();
13:
14:     void pTree(RenderWindow &target, int size, Vector2f pos, Vector2f orig,
int deg, int iter);
15:
16: private:
17:     ConvexShape shape;
18: };;
```