**TITLE: Fractal Graphics(Koch Curve)**

#include<iostream>

#include<math.h> #include<graphics.h> using namespace std; class kochCurve

{

public:

void koch(int it,int x1,int y1,int x5,int y5)

{

int x2,y2,x3,y3,x4,y4; int dx,dy;

if(it==0)

{

line(x1,y1,x5,y5);

}

else

{

delay(10); dx=(x5-x1)/3; dy=(y5-y1)/3; x2=x1+dx; y2=y1+dy;

x3=(int)(0.5\*(x1+x5)+sqrt(3)\*(y1-y5)/6); y3=(int)(0.5\*(y1+y5)+sqrt(3)\*(x5-x1)/6); x4=2\*dx+x1; y4=2\*dy+y1;

koch(it-1,x1,y1,x2,y2); koch(it-1,x2,y2,x3,y3); koch(it-1,x3,y3,x4,y4); koch(it-1,x4,y4,x5,y5);

}

}

};

int main()

{

kochCurve k; int it,len; cout<<"enter number of iterations"; cin>>it;

int gd=DETECT,gm; initgraph(&gd,&gm,NULL); k.koch(it,20,280,280,280);

k.koch(it,150,20,20,280);

k.koch(it,280,280,150,20);

getch(); closegraph(); return 0;

}

