

```
1:  /*
2:      Name: Albara Mehene
3:      Date: 9/18/2016
4:      Computing IV
5:  */
6:
7:  #include <iostream>
8:  #include <cmath>
9:  #include <SFML/Graphics.hpp>
10: #include <SFML/Window.hpp>
11:
12: #include "original.hpp"
13:
14: int main(int argc, char* argv[]){
15:
16:     if(argc < 3){
17:
18:         std::cout<<"Fractal [recursion-depth] [side-length]"
<< std::endl;
19:         return -1;
20:     }
21:     //Atoi converts strings to integers
22:     int depth_ = atoi(argv[1]);
23:     int side_ = atoi(argv[2]);
24:
25:     sf::RenderWindow window(sf::VideoMode(side_,side_), "Original Fractal");
26:
27:     Fractal frac(depth_, side_);
28:
29:     window.setFramerateLimit(1);
30:
31:     while(window.isOpen())
32:     {
33:         sf::Event event;
34:         while(window.pollEvent(event))
35:         {
36:             if(event.type == sf::Event::Closed)
37:                 window.close();
38:         }
39:         window.clear();
40:         window.draw(frac);
41:         window.display();
42:     }
43:
44:     return 0;
45: }
```