

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