```
 1:
 2: #include <iostream>
 3: #include <cmath>
 4: #include "sierpinski.hpp"
 5: #include <SFML/Graphics.hpp>
 6: using namespace std;
 7:
 8: int main(int argc, const char * argv[])
 9: {
10:     if(argc < 3)
11:     {
12:         cout << "Sierpinski[recursion-depth] [side-length]" << endl;
13:         return -1;
14:     }
15:
16:     int depth = atoi(argv[1]);
17:     double side = atoi(argv[2]);
18:
19:     if (depth <= 0 || side <= 0)
20:     {
21:         cout << "Both argument needs to be positive" << endl;
22:         return -1;
23:     }
24:
25:    Sierpinski st(depth-1, side);
26:
27:     sf::RenderWindow window(sf::VideoMode(side, (double)((sqrt(3.)/2.0)*(double)s
ide)), "Sierpinski");
28:     window.setVerticalSyncEnabled(true);
29:     window.setFramerateLimit(30);
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(sf::Color::White);
40:         window.draw(st);
41:         window.display();
42:     }
43:
44:     return 0;
45: }
```