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