```
def draw(depth):
 1
        if depth < 1:</pre>
 2
 3
             return
 4
        turtle.forward(100)
        turtle.left(40)
 5
 6
        draw(depth-1)
 7
        turtle.left(100)
        draw(depth-1)
 8
        turtle.left(40)
        turtle.forward(100)
10
```