```
+ fractal-solution + (level) + (size) +

if < (level) = 1 >
    move (size) steps
else
    fractal-solution ((level) − 1) ((size) / 3)
    move ((size) / 3) steps
    turn ↺ 90 degrees
    fractal-solution ((level) − 1) ((size) / 3)
    turn ↻ 90 degrees
    move ((size) / 3) steps
    turn ↻ 90 degrees
    fractal-solution ((level) − 1) ((size) / 3)
    turn ↺ 90 degrees
```