Assignment no 7(A)

```
#include <GL/glut.h>
#include <math.h>
GLfloat oldx=-0.7,oldy=0.5;
void drawkoch(GLfloat dir,GLfloat len,GLint iter)
{
GLdouble dirRad = 0.0174533 * dir ;
GLfloat newX = oldx + len * cos(dirRad);
            GLfloat newY = oldy + len * sin(dirRad);
            if (iter==0)
       {
            glVertex2f(oldx, oldy);
            glVertex2f(newX, newY);
            oldx = newX;
            oldy = newY;
     }
else
   {
            iter--;
            //draw the four parts of the side   _ /  \  _
            drawkoch(dir, len, iter);
           dir += 60.0;
          drawkoch(dir, len, iter);
         dir -= 120.0;
        drawkoch(dir, len, iter);
       dir += 60.0;
 drawkoch(dir, len, iter);
}
}
void display(
```

```
 glClearColor(1.0,1.0,1.0,0);
        glColor3f(0.0, 0.0, 0.0);
 glClear( GL_COLOR_BUFFER_BIT );
glBegin(GL_LINES);
 /*
             drawkoch(0.0,0.5,1);
     drawkoch(-120.0, 0.5, 1);
  drawkoch(120.0,0.5,1);
 *//*
 drawkoch(0.0,0.15,2);
 drawkoch(-120.0, 0.15, 2);
drawkoch(120.0,0.15,2);
             */
 drawkoch(0.0,0.05,3);
 drawkoch(-120.0, 0.05, 3);
 drawkoch(120.0,0.05,3);
 glEnd();
 glFlush();
}
int main(int argc, char** argv)
{
glutInit(&argc,argv);
glutInitDisplayMode(GLUT_SINGLE|GLUT_RGB);
glutInitWindowSize(500,500);
glutInitWindowPosition(0,0);
glutCreateWindow("Koch Curves");
glutDisplayFunc(display);
glutMainLoop();
}
```