

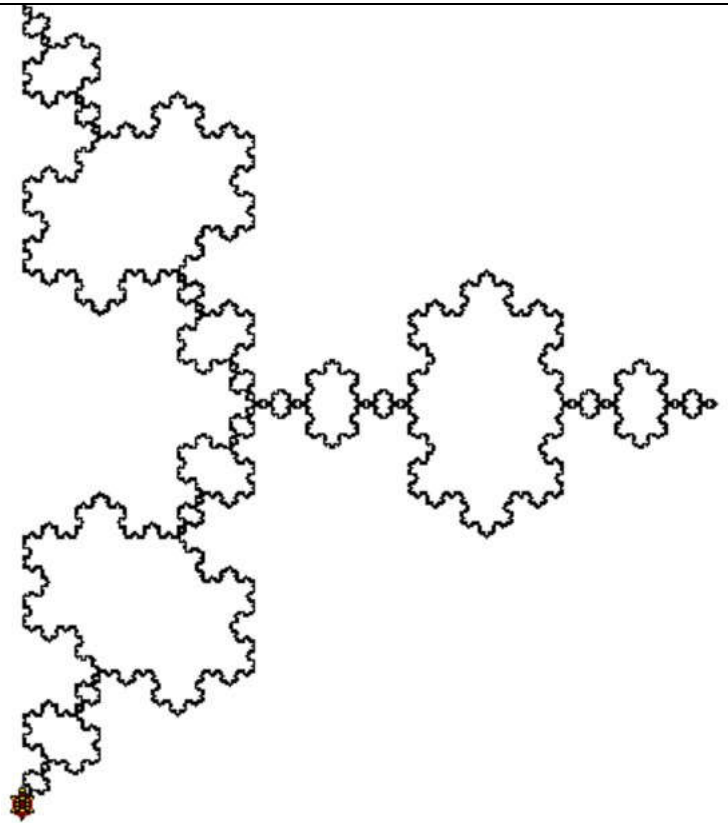
# Фракталы

## Снежинка Коха

```

Program
{
  show;
  back(200);
  pen_down;
  repeat(3) {
    req(400, 7);
    right(120);
  }
}
req(float a, int k) {
  if (k == 1)
    forward(a);
  else {
    req(a/3, k-1);
    right(60);
    req(a/3, k-1);
    left(120);
    req(a/3, k-1);
    right(60);
    req(a/3, k-1);
  }
}

```



## Дерево

```

Program
{
  show;
  back(200);
  pen_down;
  req(200, 12);
}
req(float a, int k) {
  if (k == 1) {
    forward(a);
    back(a);
  }
  else {
    forward(2*a/3);
    left(30);
    req(a/2, k-1);
    right(30);
    forward(a/3);
    right(20);
    req(a/2, k-1);
    left(20);
    back(a);
  }
}

```

