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#include <iostream>
#include <graphics.h>
using namespace std;
class coch
{
    public:

    void koch(int it,int x1,int y1,int x5,int y5)
    {
        int x2,y2,x3,y3,x4,y4,dx,dy ;

        if(it==0)
            line(x1,y1,x5,y5);

        else
        {
            delay(1);
            dx=(x5-x1)/3 ;
            dy=(y5-y1)/3 ;

            x2=x1+dx;
            y2=y1+dy;

            x3 = (int)((0.5*(x1+x5)+sqrt(3)*(y1-y5)/4));
            y3 = (int)((0.5*(y1+y5)+sqrt(3)*(x5-x1)/6));

            x4 = 2*dx + x1;
            y4 = 2*dy + y1;

            koch(it-1,x1,y1,x2,y2);
            koch(it-1,x2,y2,x3,y3);
            koch(it-1,x3,y3,x4,y4);
            koch(it-1,x4,y4,x5,y5);
        }
    }
};

int main()
{

    int gd, gm;
    gd=DETECT;
    int it;
    coch c;
    cout<<"Enter the value of it"<<endl;
    cin>>it;

    initgraph(&gd, &gm, NULL);
    c.koch(it,200,70,70,330);
    c.koch(it,330,330,200,70);
    c.koch(it,70,330,330,330);

```

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    getch();  
    closegraph();  
  
    return 0;  
}
```