

HEADER

```
#ifndef MAINWINDOW_H
#define MAINWINDOW_H
#include <QMainWindow>
QT_BEGIN_NAMESPACE
namespace Ui { class MainWindow; }
QT_END_NAMESPACE
class MainWindow : public QMainWindow
{
    Q_OBJECT
public:
    MainWindow(QWidget *parent = nullptr);
    ~MainWindow();
private slots:
    void on_pushButton_clicked();
    void snowflake(int,int,int,int,int);
    void displayDDA(int,int,int,int);
private:
    Ui::MainWindow *ui;
};
#endif // MAINWINDOW_H
```

MAINWINDOW

```
#include "mainwindow.h"
#include "ui_mainwindow.h"
QImage img(600,600,QImage::Format_RGB888);
MainWindow::MainWindow(QWidget *parent)
    : QMainWindow(parent)
    , ui(new Ui::MainWindow)
{
    ui->setupUi(this);
}
MainWindow::~MainWindow()
{
    delete ui;
}
void MainWindow::on_pushButton_clicked()
{
    int level;
    level=ui->textEdit->toPlainText().toInt();
    int x1=20,x5=300;
```

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int y1=280,y5=280;
snowflake(level,x1,y1,x5,y5);
ui->label->setPixmap(QPixmap::fromImage(img));
}
void MainWindow::displayDDA(int x1,int y1, int x2, int y2){
    float x,y,dx,dy,l,i=0;
    QRgb value;
    value=qRgb(0,255,0);
    l=std::abs(x2-x1)>std::abs(y2-y1)?std::abs(x2-
x1):std::abs(y2-y1);
    dx=(x2-x1)/l;
    dy=(y2-y1)/l;
    x=x1;
    y=y1;
    while(i<l){

img.setPixel(static_cast<int>(x),static_cast<int>(y),value);
    x=x+dx;
    y=y+dy;
    i++;
    }
}
void MainWindow::snowflake(int order,int x1,int y1, int x5,
int y5){
    int delX,delY,x2,y2,x3,y3,x4,y4;
    if(order==1)
        displayDDA (x1,y1,x5,y5);
    else{
        delX=x5-x1;
        delY=y5-y1;
        x2=x1+delX/3;
        y2=y1+delY/3;
        x3=int((x1+x5)/2+(sqrt(3.0)/6)*(y1-y5));
        y3=int((y1+y5)/2+(sqrt(3.0)/6)*(x5-x1));
        x4=x1+delX*2/3;
        y4=y1+delY*2/3;
        snowflake(order-1,x1,y1,x2,y2);
        snowflake(order-1,x2,y2,x3,y3);
        snowflake(order-1,x3,y3,x4,y4);
        snowflake(order-1,x4,y4,x5,y5);
    }
}

```

UI

