```
 1: #ifndef _sierpinski
 2: #define _sierpinski
 3:
 4: #include <SFML/Graphics.hpp>
 5: #include <SFML/Window.hpp>
 6:
 7: using namespace sf ;
 8: using namespace std ;
 9:
10: int Sierpinski( double side, double depth, double p2x, double p2y, sf::Rende
rWindow& a) ;
11:
12: #endif
```