

```
1: #ifndef _func
2: #define _func
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
```