```
 1: /* Angel Zheondre Calcano */
 2: #include <SFML/Graphics.hpp>
 3: #include <SFML/Window.hpp>
 4: #include <cmath>
 5: #include <iostream>
 6: #include "func.hpp"
 7:
 8: using namespace sf ;
 9: using namespace std ;
10:
11: int main(int argc, char* argv[]) {
12:
13:   if( argc < 3 ) {
14:     cout << "sierpinski [recursion-depth][side-length]" << endl ;
15:     return -1 ;
16:   }
17:   int depth = atoi(argv[1]) ;
18:   int  w = atoi(argv[2]) ;
19:
20:   RenderWindow window(VideoMode(w,w), "Angel Zheondre Calcano ID# 01141688"
) ;
21:   window.setFramerateLimit(1) ;
22:
23:   CircleShape circle ;
24:   circle.setRadius(w/2) ;
25:   circle.setPosition(0, 0) ;
26:   circle.setFillColor(Color::Yellow);
27:
28:
29:   while( window.isOpen()){
30:
31:     Event event ;
32:     while( window.pollEvent(event)) {
33:       if(event.type == Event::Closed )
34:         window.close() ;
35:     }
36:
37:     window.clear(Color::Blue) ;
38:     window.draw(circle);
39:     Sierpinski((.5)*(w/3), depth, w/2, w/2, window) ;
40:     //Sierpinski( 250, 5, 250, 433, window) ;

41:     window.display() ;
42:   }
43:
44:   return 0 ;
45: }
```