```c
#include <GL/glut.h>
#include <math.h>
GLfloat oldx=-0.7,oldy=0.5;
void drawkoch(GLfloat dir,GLfloat len,GLint iter)
{

GLdouble dirRad = 0.0174533 * dir ;
GLfloat newX = oldx + len * cos(dirRad);
GLfloat newY = oldy + len * sin(dirRad);
if (iter==0)
{
glVertex2f(oldx, oldy);
glVertex2f(newX, newY);
oldx = newX;
oldy = newY;
}
else
{
iter--;
//draw the four parts of the side /\
drawkoch(dir, len, iter);
dir += 60.0;
drawkoch(dir, len, iter);
dir -= 120.0;
drawkoch(dir, len, iter);
dir += 60.0;
drawkoch(dir, len, iter);
}
}
void display()
```

```c
{
glClearColor(1.0,1.0,1.0,0);
glColor3f(0.0, 0.0, 0.0);
glClear( GL_COLOR_BUFFER_BIT );
glBegin(GL_LINES);
/*drawkoch(0.0,0.5,1);
drawkoch(-120.0, 0.5, 1);
drawkoch(120.0,0.5,1);
*/
/*
drawkoch(0.0,0.15,2);
drawkoch(-120.0, 0.15, 2);
drawkoch(120.0,0.15,2);
*/
drawkoch(0.0,0.05,3);
drawkoch(-120.0, 0.05, 3);
drawkoch(120.0,0.05,3);

glEnd();
glFlush();
}
int main(int argc, char** argv)
{
glutInit(&argc,argv);
glutInitDisplayMode(GLUT_SINGLE|GLUT_RGB);
glutInitWindowSize(500,500);
glutInitWindowPosition(0,0);
glutCreateWindow("Koch Curves");
glutDisplayFunc(display);
glutMainLoop();
}
```