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#include<stdio.h>
#include<conio.h>
#include<math.h>
#include<graphics.h>
#include<dos.h>
void koch(int x1,int y1,int x2,int y2,int it){
    float ang=60*M_PI/180;
    int x3=(2*x1+x2)/3;
    int y3=(2*y1+y2)/3;

    int x4=(x1+2*x2)/3;
    int y4=(y1+2*y2)/3;

    int x= x3+(x4-x3)*cos(ang)+(y4-y3)*sin(ang);
    int y= y3-(x4-x3)*sin(ang)+(y4-y3)*cos(ang);

    if(it>0)
    {
        koch(x1,y1,x3,y3,it-1);
        koch(x3,y3,x,y,it-1);
        koch(x,y,x4,y4,it-1);
        koch(x4,y4,x2,y2,it-1);
    }
    else{
        //delay(100);
        line(x1,y1,x3,y3);
        //delay(100);
        line(x3,y3,x,y);
        //delay(100);
        line(x,y,x4,y4);
        //delay(100);
        line(x4,y4,x2,y2);
        //delay(100);
    }
}

```

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}  
int main()  
{  
    int gd = DETECT, gm;  
    initgraph(&gd, &gm, "c:\\TURBOC3\\BGI");  
    int x1=100, y1=100, x2=400, y2=400;  
  
    line(100, 100, 400, 400);  
    //delay(50);  
    koch(x1, y1, x2, y2, 5);  
    getch();  
    return 0;  
}
```