```
+ fractal + section + 1 + level + (level) + size + (size) +

if ⟨(level) = 1⟩
    change pen size by (2)
    move (size) steps
    move (⚪ – (size)) steps
    change pen size by (-2)
else
    move ((size) / (2)) steps
    turn ↻ (45) degrees
    move ((size) / (2)) steps
    move (⚪ – ((size) / (2))) steps
    turn ↻ (90) degrees
    fractal section 1 level ((level) – (1)) size ((size) / (2))
    turn ↻ (90) degrees
    fractal section 1 level ((level) – (1)) size ((size) / (2))
    turn ↻ (90) degrees
    fractal section 1 level ((level) – (1)) size ((size) / (2))
    turn ↻ (45) degrees
    move (⚪ – ((size) / (2))) steps
```