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%!PS
%%Author: Eryn Kelsey-Adkins
%%Class: CS 3210
%%Project: PostScript
%%Title: Four Dragons

% Algorithm adapted from Kees van der Laan, 2013

/dragon
{/p 10 def %define order p
 /b 90 def %define angle of curve
 /h 7 def %define scale
 0 0 moveto
 h 0 lineto %the first piece
 1 1 2 p exp 1 sub %calculate the remaining number of pieces (2^p - 1)
 {/k exch def %n = k * 2m where k is an odd number. The direction of the nth turn [d(n)]:
  {k cvi 2 mod 0 eq {/k k 2 div def} {exit} ifelse} loop %k is odd
   k cvi 4 mod 1 eq {/d b neg def} {/d b def} ifelse %where d is the rotation for the
   next turn
   %if k mod 4 = 1 then the nth turn is left, else the nth turn is right
   d rotate h 0 rlineto
 } for %n
stroke
} def

/doAuthor
 %prints the author's name
 %x position: 0, y position: 0
{/Geneva findfont 10 scalefont setfont
 0 0 moveto
 (Eryn Kelsey-Adkins) show
} def

36 756 translate
doAuthor

270 -360 translate
0 0 1 setrgbcolor %blue
dragon
-90 rotate
0 1 0 setrgbcolor %green
dragon
1 0 0 setrgbcolor %red
dragon
-90 rotate
0 0 0 setrgbcolor %black
dragon

showpage
```