

```
1: #ifndef SIERPINSKI_H
2: #define SIERPINSKI_H
3: #include <SFML/Graphics.hpp>
4: #include <vector>
5:
6:
7: class Sierpinski : public sf::Drawable
8: {
9: public:
10:     //Constructors
11:
12:     //define with side length and depth
13:     Sierpinski(int size, int depth);
14:
15:     //set up a triangle
16:     Sierpinski(float x1, float y1, float x2, float y2, float x3, float y3, i
nt depth, float size, float height);
17:
18:     //Destructor
19:     ~Sierpinski();
20:
21:     //Functions
22:
23:
24:
25: private:
26:
27:     void virtual draw(sf::RenderTarget &target, sf::RenderStates states) con
st;
28: //     float sierpinski_depth;
29: //     float sierpinski_size;
30: //     float sierpinski_height;
31:
32: };
33: #endif
```