The Sierpinski Gasket

- 1. Pick an initial point at random inside the triangle.
- 2. Select one of the three vertices at random
- 3. Find the point halfway between the initial point and the randomly selected vertex.
- 4. Display this new point by putting some sort of marker, such as a small circle, at its location.
- 5. Replace the initial point with this new point.
- 6. Return to step 2.