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Sample Source Code :-

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#include<iostream>
#include<graphics.h>
#include<math.h>
#include<cstdlib>

using namespace std;

void move(int j, int h, int &x,int &y)
{
    if(j==1)
        y-=h;
    else if(j==2)
        x+=h;
    else if(j==3)
        y+=h;
    else if(j==4)
        x-=h;
    lineto(x,y);
}

void hilbert(int r,int d,int l ,int u,int i,int h,int &x,int &y)
{
    if(i>0)
    {
        i--;
        hilbert(d,r,u,l,i,h,x,y);
        move(r,h,x,y);
        hilbert(r,d,l,u,i,h,x,y);
        move(d,h,x,y);
        hilbert(r,d,l,u,i,h,x,y);
        move(l,h,x,y);
        hilbert(u,l,d,r,i,h,x,y);
    }
}

int main()
{
    int n,x1,y1;
    int x0=50,y0=150,x,y,h=10,r=2,d=3,l=4,u=1;
    cout<<"Give the value of n = ";
    cin>>n;
    x=x0;
    y=y0;
    int driver=DETECT,mode=0;
    initgraph(&driver,&mode,NULL);
    moveto(x,y);
    hilbert(r,d,l,u,n,h,x,y);
    delay(10000);
    closegraph();
    return 0;
}
```

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Sample Output :-

