```
; Chaos and Fractals, p. 398
2
   ; Axiom: B
3 \quad ; F \rightarrow FF
4 ; B \rightarrow F[+B]F[-B]+B
 5
6
    TO SETGL
7
     GLOBAL LP, LH
8
     P = POSITION
9
     H = HEADING
10
   LP = [P, P, P, P, P, P, P, P, P, P]
     LH = [H, H, H, H, H, H, H, H, H, H]
11
12
   END
13
14
    TO SALVOPOSDIR ITER
15
     LP[ITER-1] = POSITION
16
     LH[ITER-1] = HEADING
17
    END
18
19
    TO RECUPEROPOSDIR ITER
20
     PENUP
     POSITION LP[ITER-1]
21
22
     HEADING LH[ITER-1]
23
     PENDOWN
24 END
25
26
    TO WEED LL DELTA ITER
27
        IF ITER = 1 [
28
           FORWARD LL
29
        ] [
30
31
       FORWARD LL
32
       FORWARD LL
33
       SALVOPOSDIR ITER
34
35
       RIGHT DELTA
36
       WEED LL DELTA ITER-1
37
       RECUPEROPOSDIR ITER
38
39
       FORWARD LL
40
       FORWARD LL
41
42
       SALVOPOSDIR ITER
43
       LEFT DELTA
44
       WEED LL DELTA ITER-1
45
       RECUPEROPOSDIR ITER
46
47
       RIGHT DELTA
48
       WEED LL DELTA ITER-1
49
50
        1
51
    END
52
```

```
53 CLEARSCREEN
54 HOME
55
   HIDETURTLE
56
   SETGL
57
   LL = 10
58
   DELTA = 20.0
59
   ITER = 5
60
61
62
   WEED LL DELTA ITER
63
64
65
66
```