

INPUT

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#include<iostream.h>
#include<stdio.h>
#include<graphics.h>
#include<math.h>
#include<conio.h>
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);
    }
}
void main()
{
    int n,x1,y1;
    int x0=50,y0=150,x,y,h=10,r=2,d=3,l=4,u=1;
    int gd=DETECT,gm;
    initgraph(&gd,&gm,"d://tcpp\\bgi");
    cout<<"\nGive value of n: ";
    cin>>n;
    x=x0;
    y=y0;
    moveto(x,y);
    hilbert(r,d,l,u,n,h,x,y);
```

```
getch();  
closegraph();  
}
```

OUTPUT

