fractals.py

```
class KochSnowflake(Scene):
    def construct (self):
        l1 = Line(LEFT*3, RIGHT*3)
        l1.shift(DOWN*2)
        l2 = l1.copy().rotate(PI/3, about_point = l1.get_start())
        l3 = l1.copy().rotate(-PI/3, about_point = l1.get_end())
        l1 = Line(start = l1.get_end(), end = l1.get_start())

        n = 4
        t = 0.01

        #g1 not needed as we dont retain the old configuration
        g2 = VGroup(l1, l2, l3)

        self.play(Write(l1), Write(l2), Write(l3))

        for i in range(n):
            g3 = VGroup()
            for mob in g2:

                seg1 = mob.copy().scale(1/3)
                seg2 = mob.copy().scale(1/3)
                direction = mob.get_end()- mob.get_start()

                third1 = Line(start = mob.get_start(), end = mob.get_start()+ direction/3)
                third2 = Line(start = mob.get_end()- direction/3, end = mob.get_end() )
                #self.play(Write(third1), Write(third2))
                self.remove(mob)

                seg1.rotate(PI/3, about_point = seg1.get_start())
                seg2.rotate(-PI/3, about_point = seg2.get_end())
                #self.play(Write(seg1), Write(seg2), run_time = t)


                g3.add(third1, seg1, seg2, third2)

            #self.wait(0.5)
            self.play(Write(g3, color = RED))
            self.wait(1)
            self.remove(g2)
            g2 = g3
```