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Experiment B-9

Aim:

To write C++ program to generate fractal patterns by using Koch Curve

Algorithm:

- 1). Start.
- 2). Read the two end points of the line as x1,y1 & x2,y2 and the number of iterations as i (iteration no. of times you want to repeat the Koch curve online).
- 3). Start first by drawing a line (in-built function or line drawing algorithm.
- 4). Divide the line drawn into three equal parts.
- 5). Erase the middle part of the three equal parts.
- 6). Now read the end point of the first line (first-section of the three equal parts) as x3,y3 and for the other line (other section) as x4,y4.
- 7). Now, draw and connect the two sides of the equilateral triangle with the middle section.
- 8). Repeat the steps considering each line as separate for i(iteration) times.
- 9). End.

Program:

```
#include<iostream>
#include<graphics.h>
#include<math.h>
using namespace std;
void koch(int x1, int y1, int x2, int y2, int it) {
    float angle = 60 * M_PI / 180;
    int x3 = (2 * x1 + x2) / 3;
    int y3 = (2 * y1 + y2) / 3;
    int x4 = (x1 + 2 * x2) / 3;
    int y4 = (y1 + 2 * y2) / 3;
    int x = x3 + (x4 - x3) * cos(angle) + (y4 - y3) * sin(angle);
    int y = y3 - (x4 - x3) * sin(angle) + (y4 - y3) * cos(angle);
    if (it > 0) {
        koch(x1, y1, x3, y3, it - 1);
        koch(x3, y3, x, y, it - 1);
        koch(x, y, x4, y4, it - 1);
        koch(x4, y4, x2, y2, it - 1);
    } else {
        line(x1, y1, x3, y3);
        line(x3, y3, x, y);
        line(x, y, x4, y4);
        line(x4, y4, x2, y2);
    }
}
int main(void) {
    int gd = DETECT, gm;
    initgraph( & gd, & gm,
        NULL);
    int x1, y1, x2, y2, i;
    cout << "Enter start and end points of line: -";</pre>
    cin \gg x1 \gg y1 \gg x2 \gg y2;
    cout << "Enter the number of iterations: -";</pre>
    cin >> i;
    koch(x1, y1, x2, y2, i);
    getch();
    return ∅;
}
```

Output:



