```cpp
#include<iostream>
#include<graphics.h>
#include<math.h>
using namespace std;
void snow(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)
{
snow(x1, y1, x3, y3, it-1);
snow(x3, y3, x, y, it-1);
snow(x, y, x4, y4, it-1);
snow(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()
{
int gd = DETECT,gm;
initgraph(&gd, &gm, NULL);
int x1 = 150, y1 = 100, x2 = 350, y2 = 100;
snow(x1, y1, x2, y2,2);
snow(250,350,150,100,2);
snow(350,100,250,350,2);
getch();
return 0;
}
```