

+ draw fractal with level: + **level** + size: + **size** +

if **level** = 1

move **size** steps

else

move **size** / 3 steps

turn ↺ 60 degrees

draw fractal with level: **level** - 1 size: **size** / 3

turn ↻ 120 degrees

draw fractal with level: **level** - 1 size: **size** / 3

turn ↺ 60 degrees

draw fractal with level: **level** - 1 size: **size** / 3