

```
+ Fractal + level: + level + size: + size +  
if level = 1  
  move size steps  
else  
  turn 90 degrees  
  move size / 2 steps  
  turn 90 degrees  
  move size / 2 steps  
  turn 90 degrees  
  Fractal level: level - 1 size: size / 2  
  turn 90 degrees  
  move size / 2 steps
```