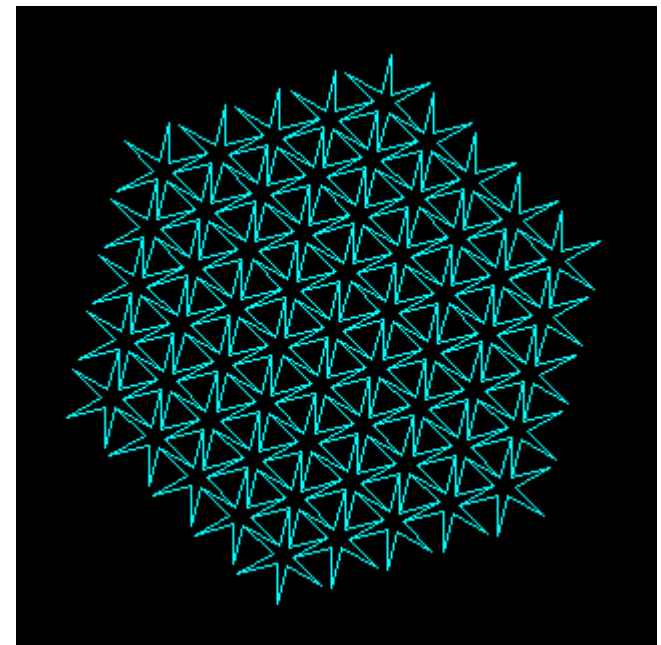
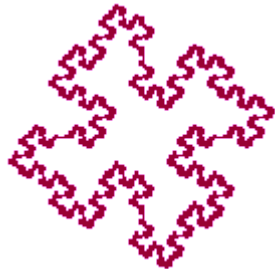
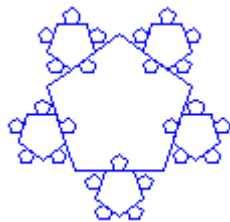
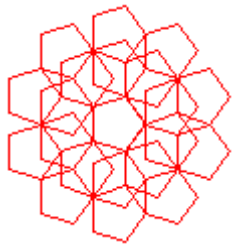
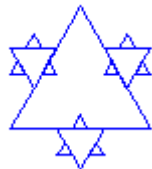
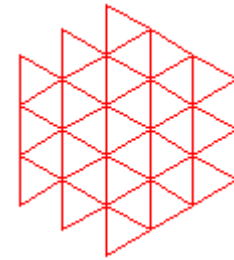
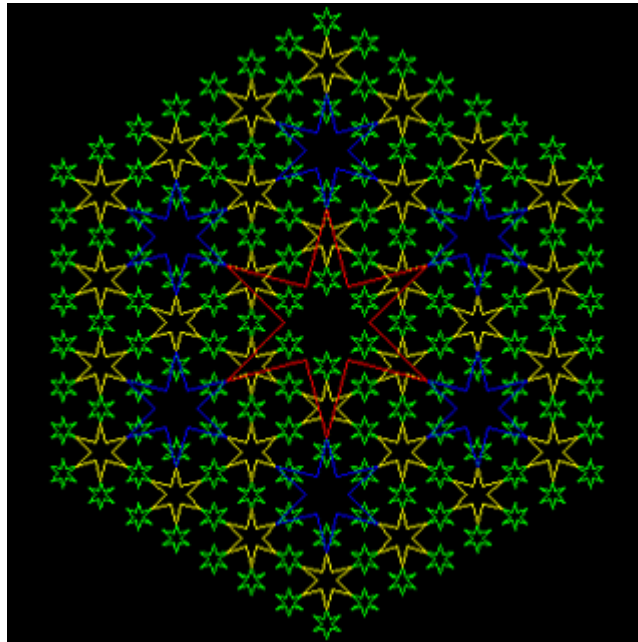
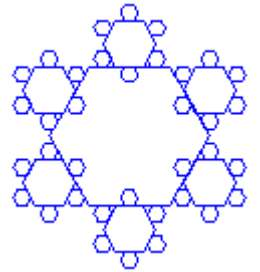
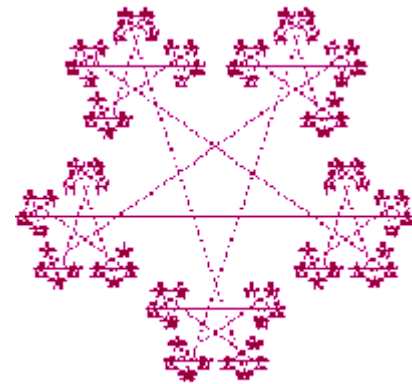
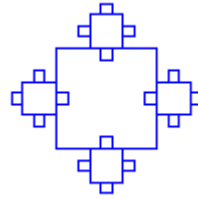
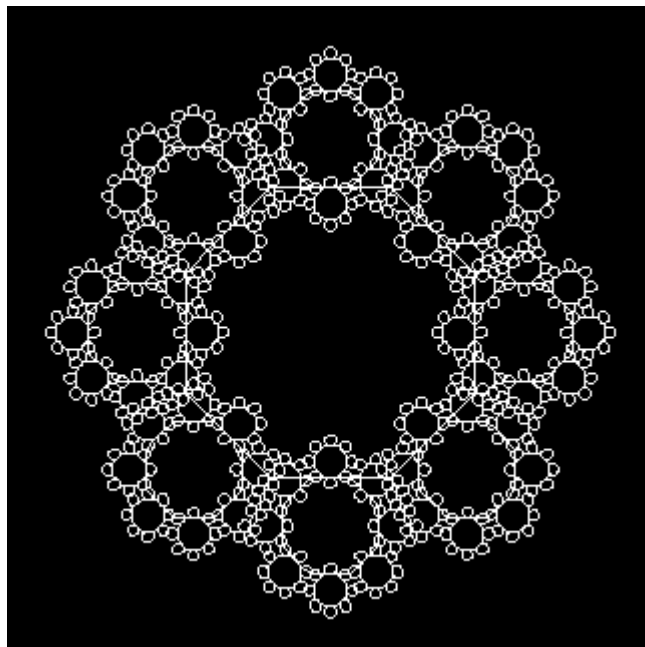
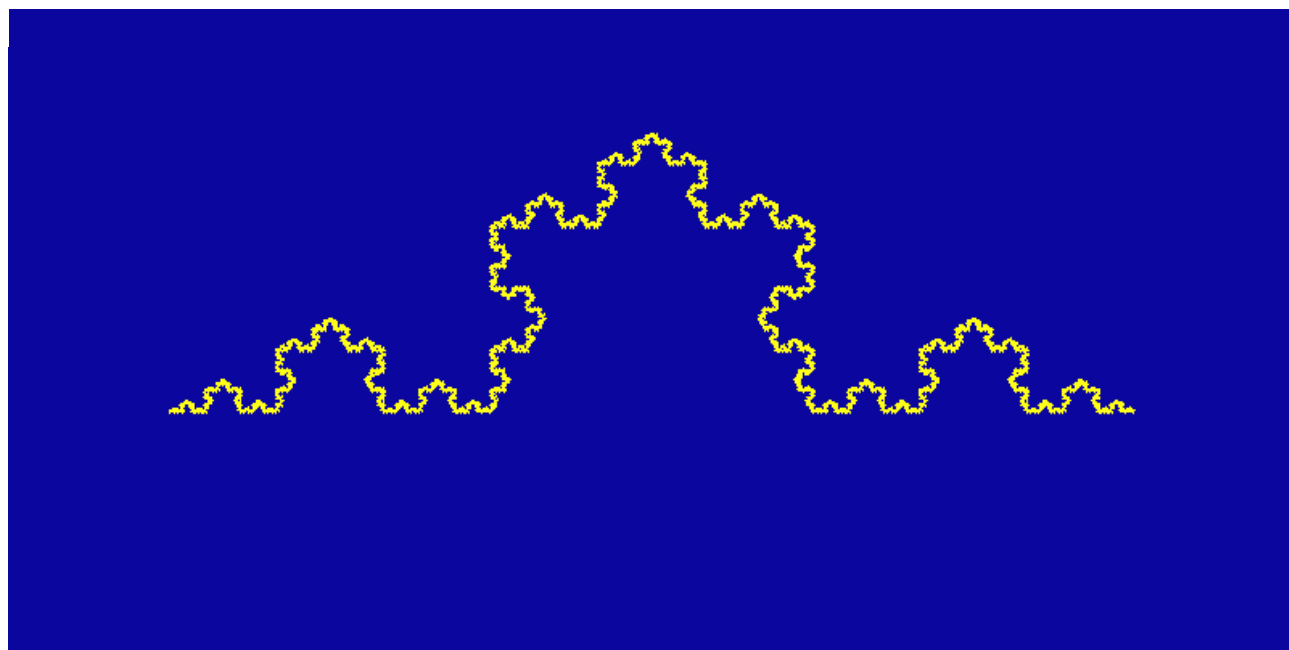
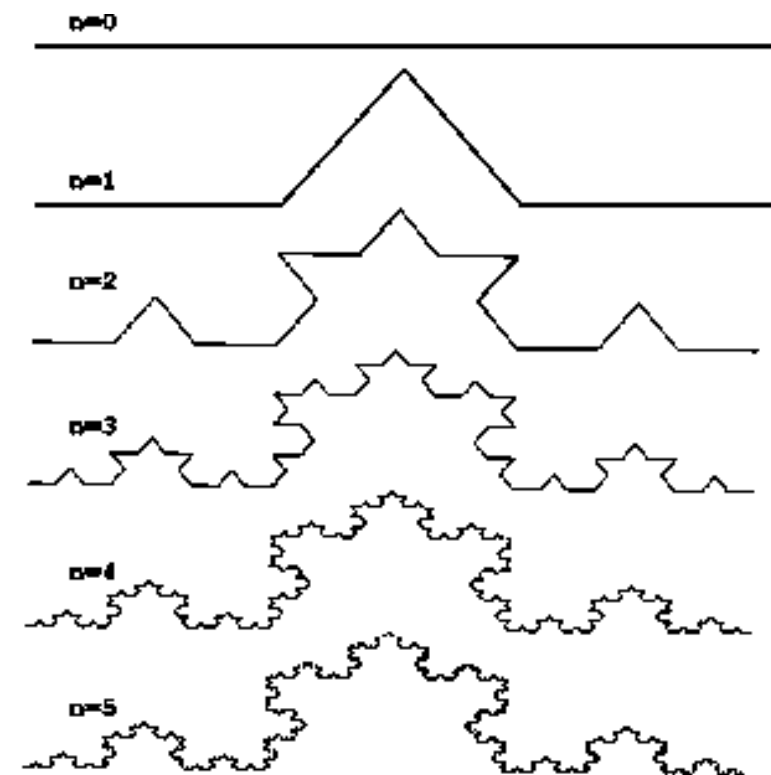
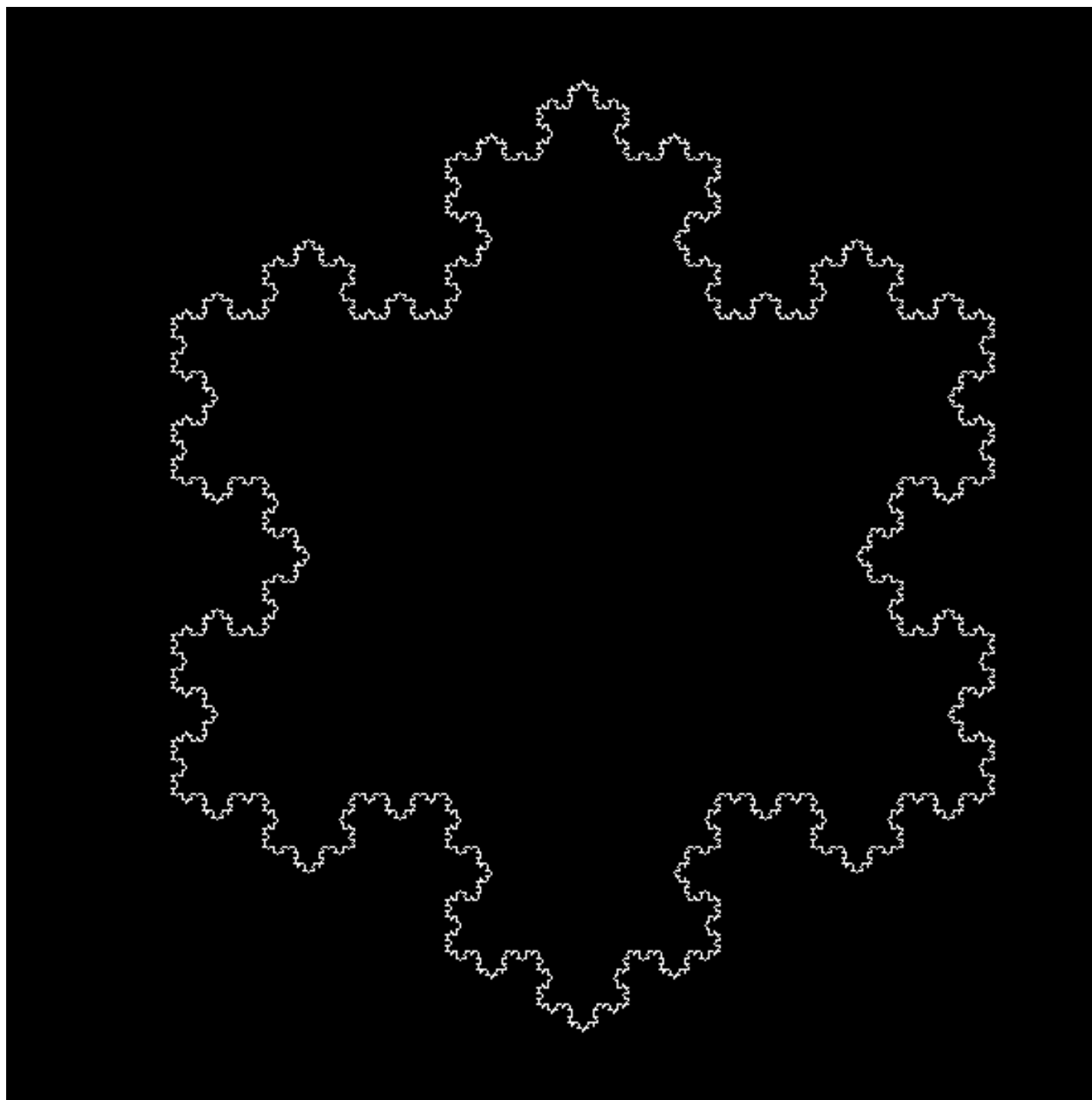


Примеры
результатов работы
рекурсивных
алгоритмов
в среде «*KTurtle*»

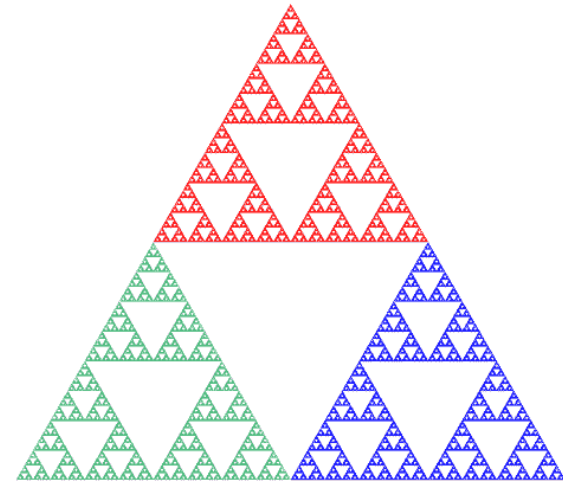
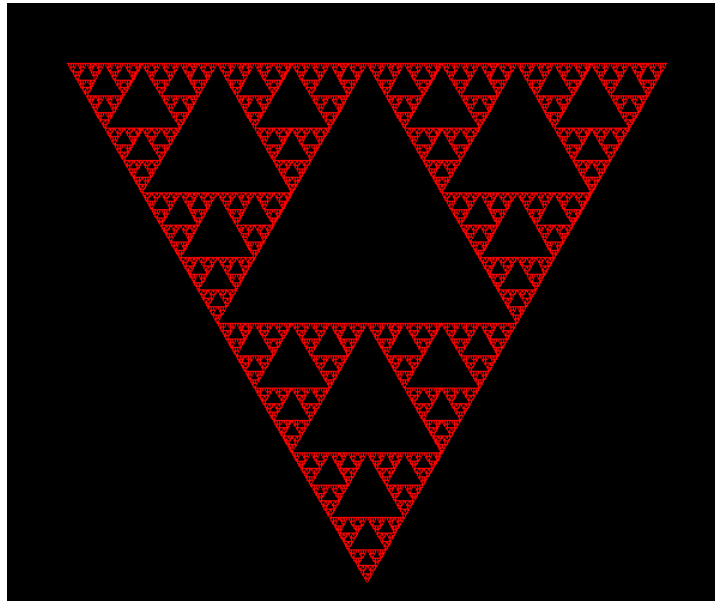
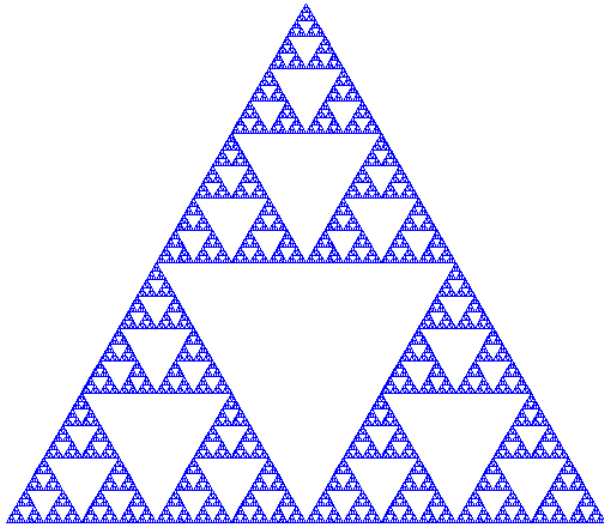


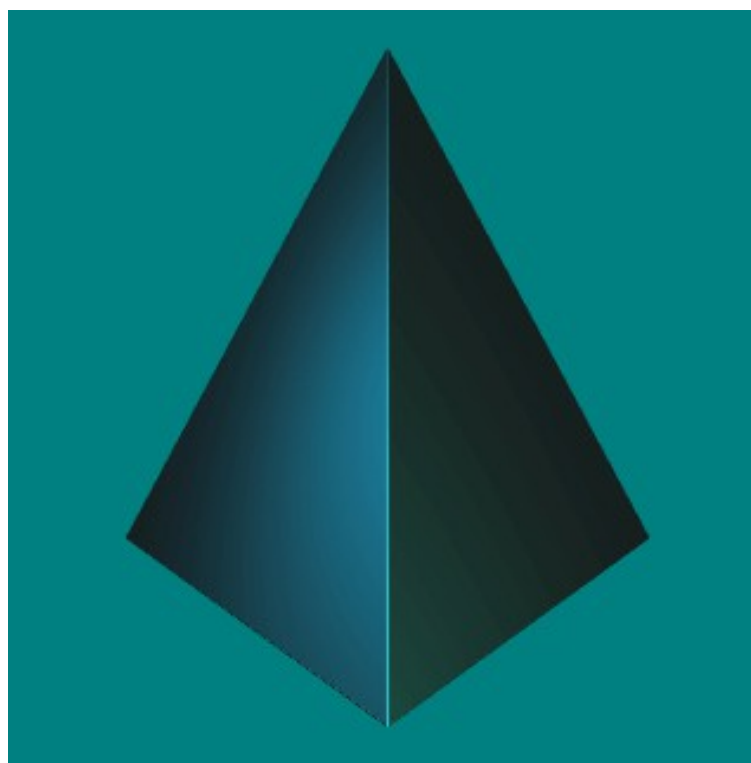
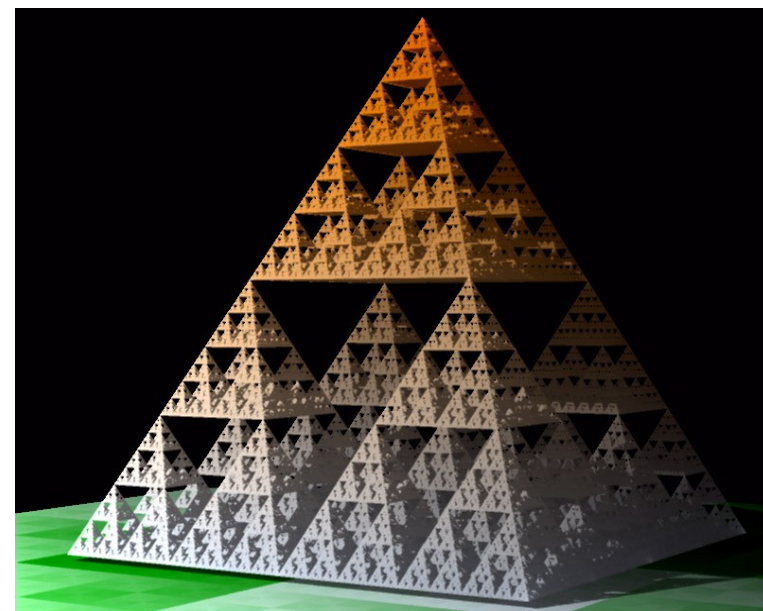
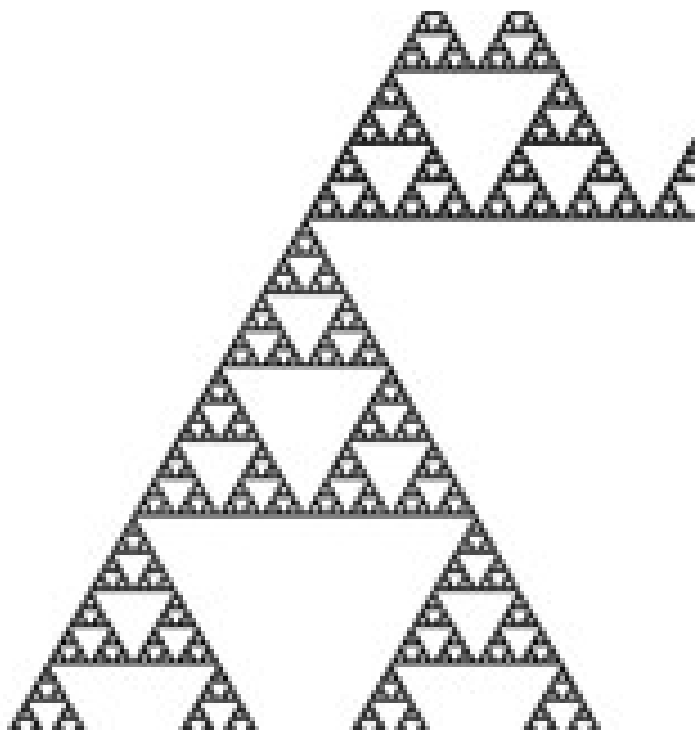
1. Триадная кривая Коха.



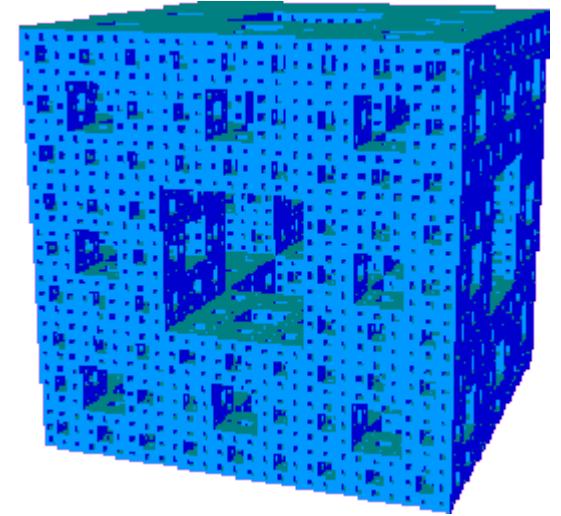
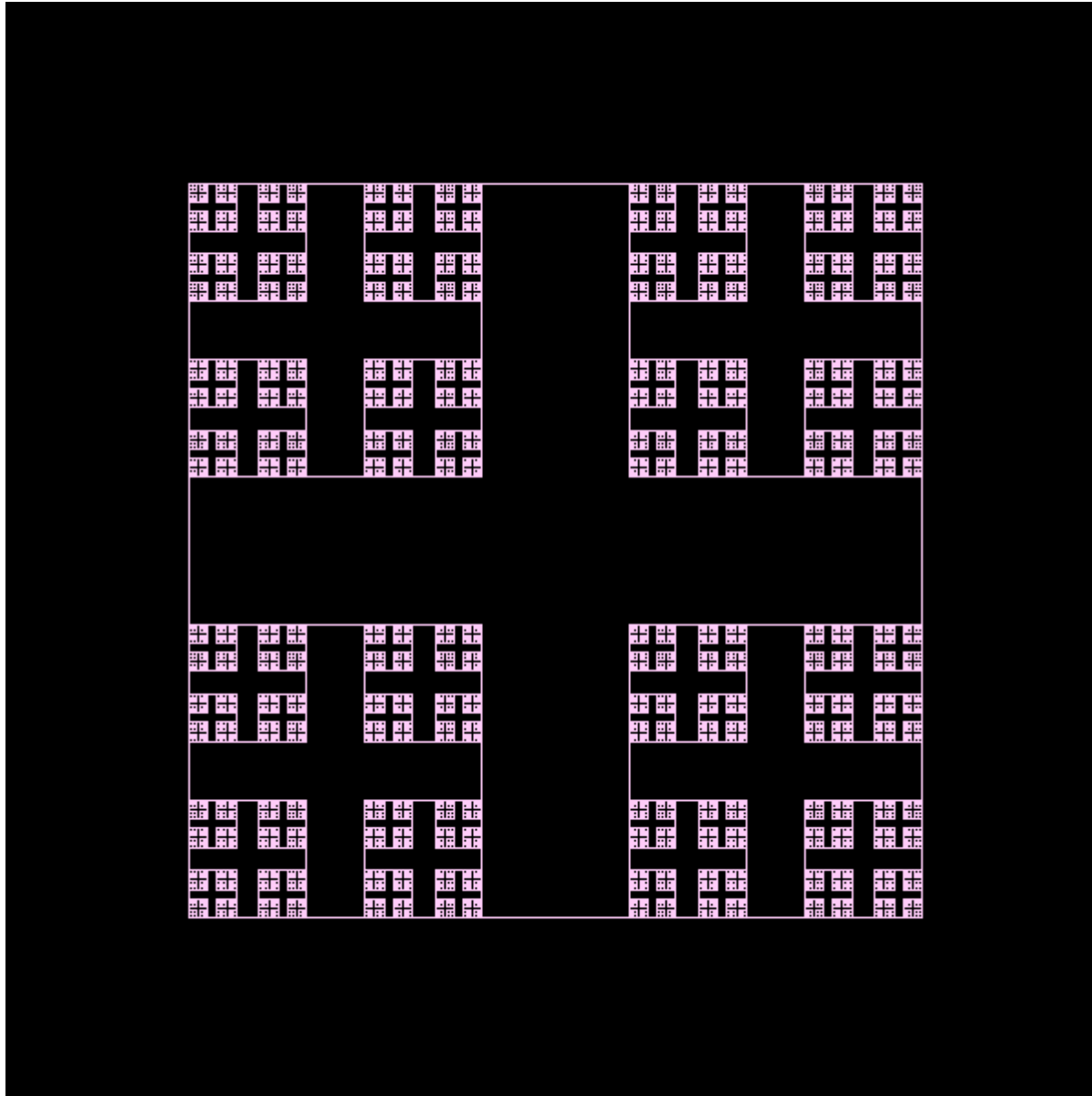


2. Треугольник Серпинского.

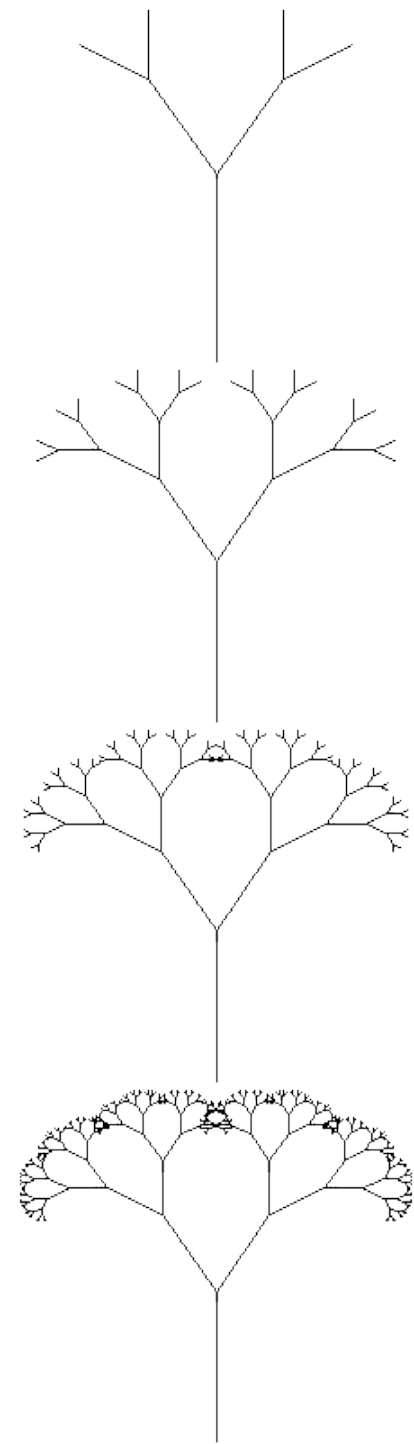
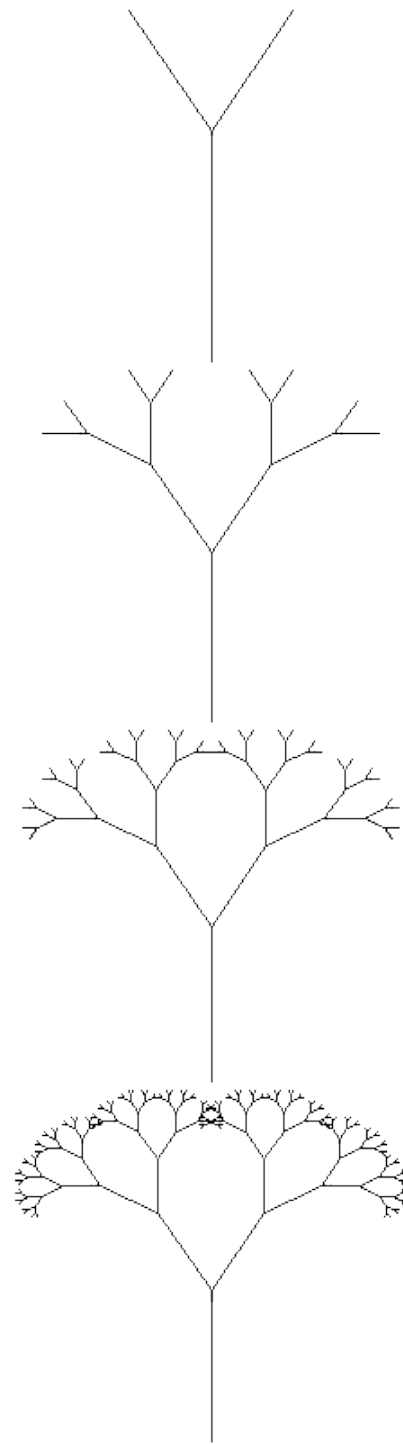
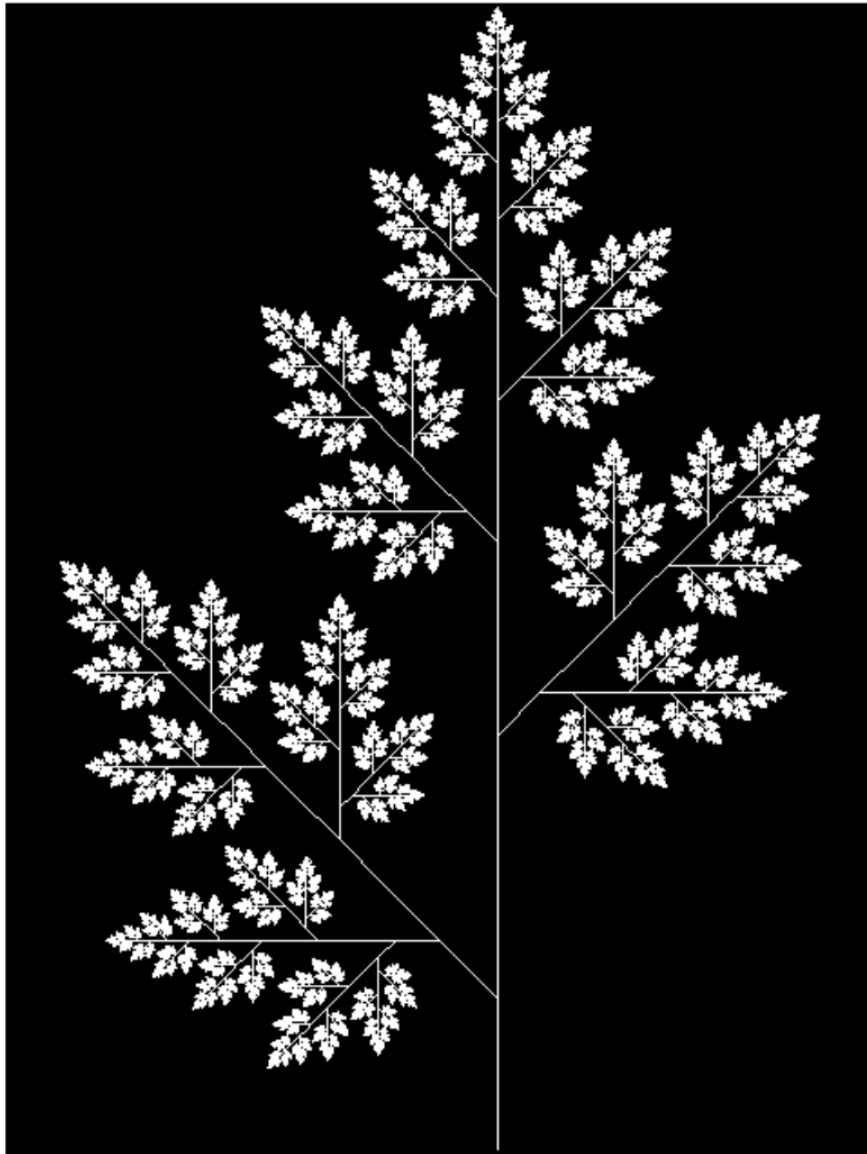


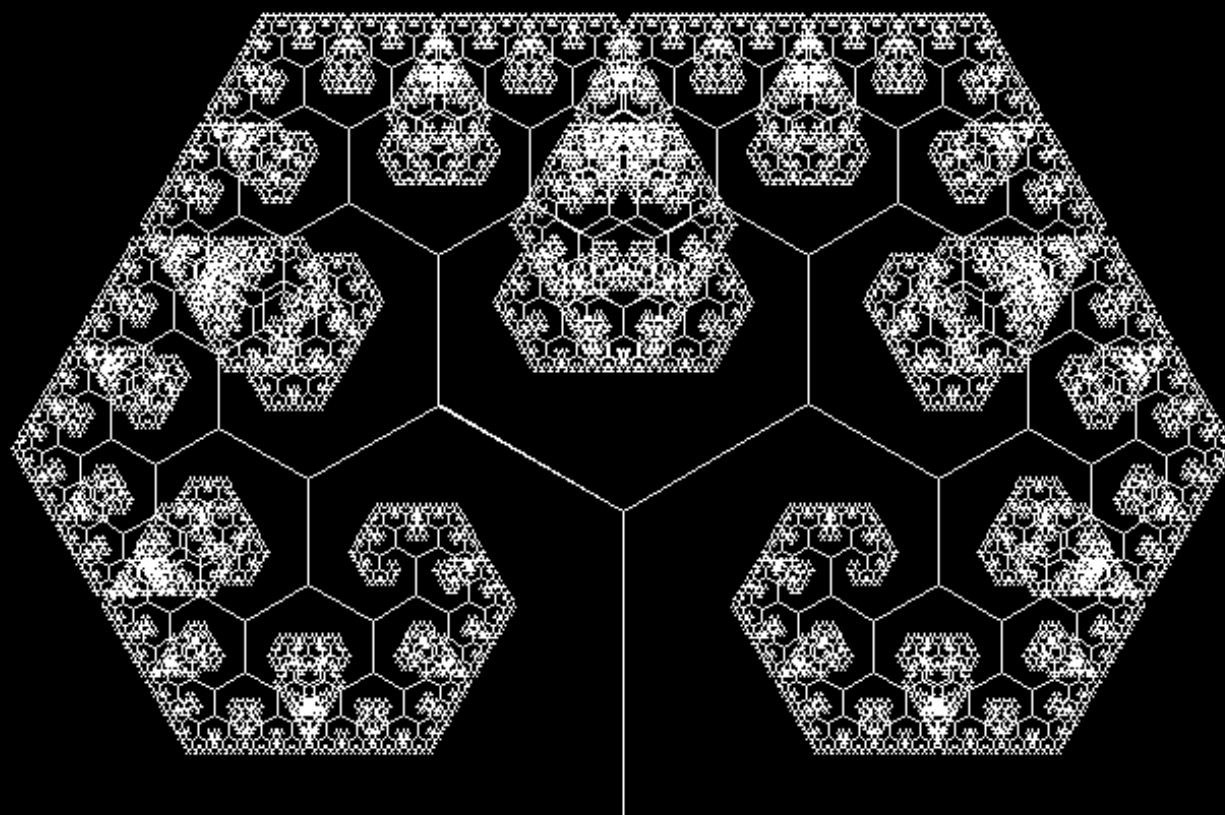


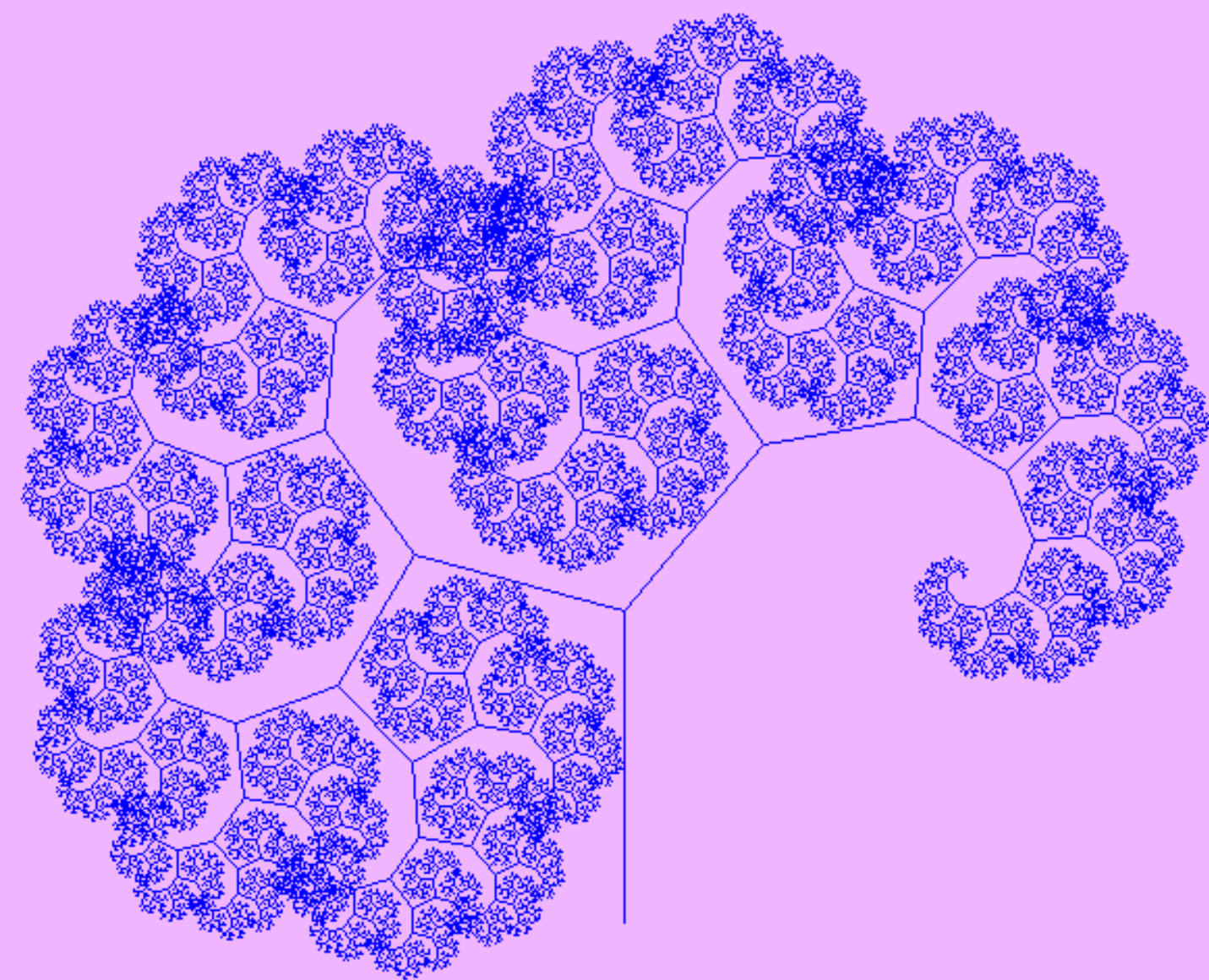
3. Квадрат Серпинского

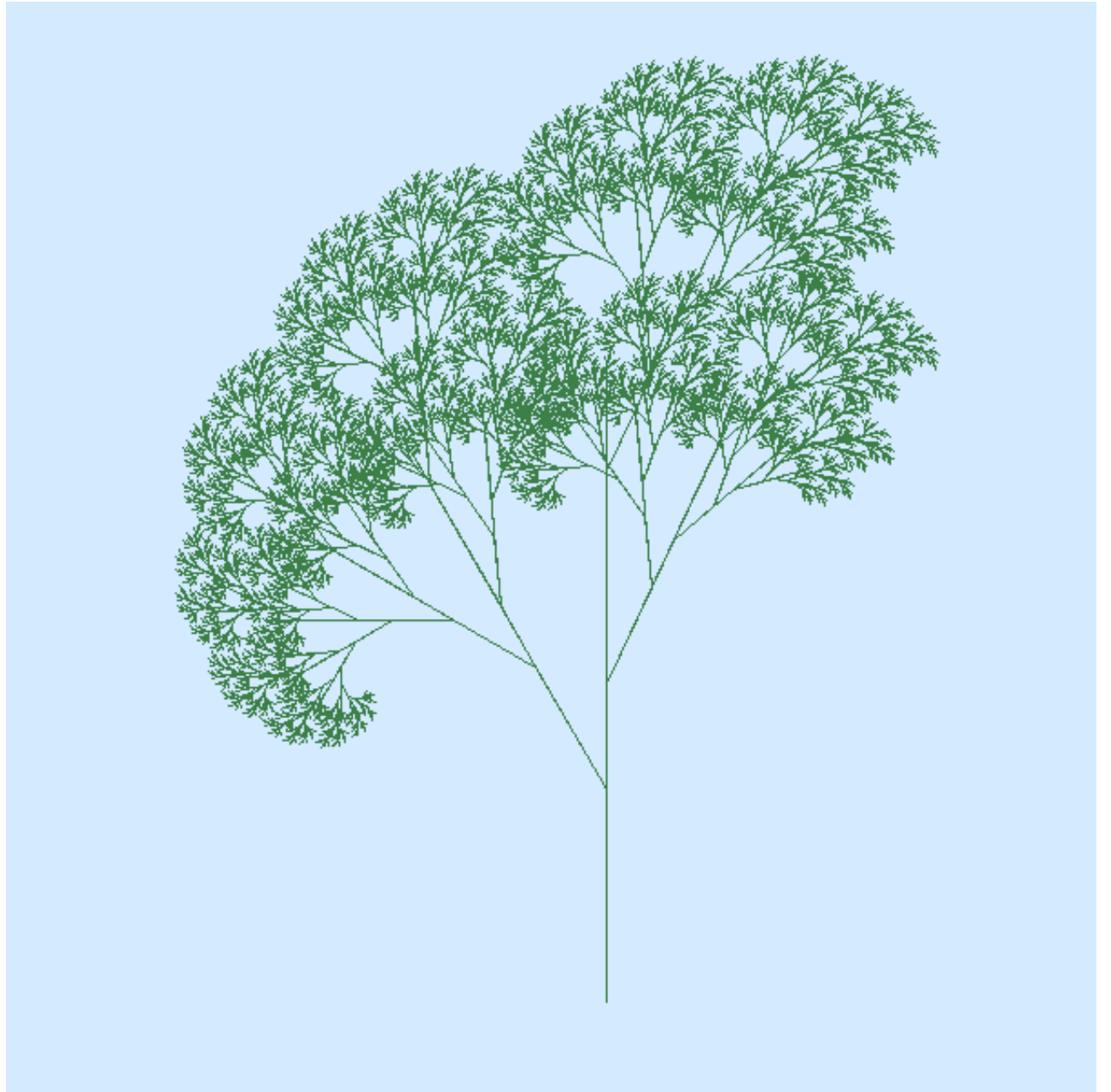


4. Деревья.









4. Звёзды.

