

The Broccoli fractal example

```
> u := [1,1];  
v := [2,3];
```

$u := [1, 1]$
 $v := [2, 3]$

```
> alpha := 0.3;
```

$\alpha := 0.3$

```
> u+v;
```

$[3, 4]$

```
> alpha*u;
```

$[0.3, 0.3]$

```
> (u+v)/2;
```

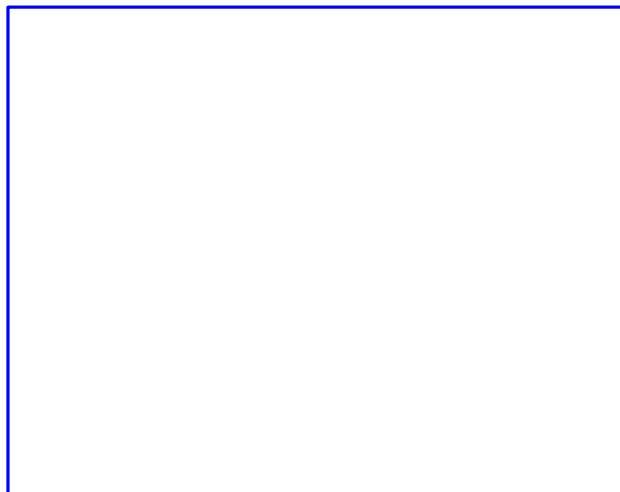
$\left[\frac{3}{2}, 2 \right]$

```
> 0.5*(u+v);
```

$[1.5, 2.0]$

```
> P1 := plot( sin(x), x=-Pi..Pi );  
P1 := PLOT(...)
```

```
> PLOT( CURVES( [[0,0],[0,1],[2,1],[2,0]], COLOR(RGB,0,0,1)), AXESSTYLE  
(NONE) );
```



```
> PLOT( POINTS( [[0,0],[0,1],[2,1],[2,0]], COLOR(RGB,0,0,0)), AXESSTYLE  
(NONE) );
```

```
> PLOT( POLYGONS( [[0,0],[0,1],[2,1],[2,0]], COLOR(RGB,1,0,1)),  
AXESSTYLE(NONE) );
```



RGB values of 0, 0.6, 0 is dark green

```
> line := proc(a,b) CURVES( [a,b], COLOR(RGB,0,0.6,0) ); end;  
line:=proc(a, b) CURVES([a, b], COLOR(RGB, 0, 0.6, 0)) end proc  
> broc := proc(a,b,n)  
local u,v,p,q,r;
```

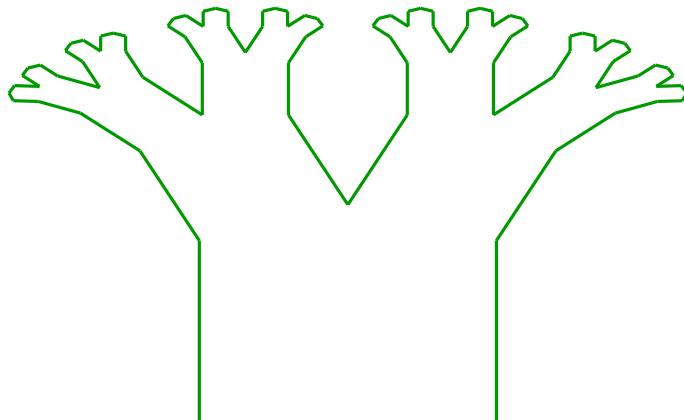
```

if n=0 then return line(a,b); fi;
u := b-a;
v := [-u[2],u[1]];
p := a+v;
r := b+v;
q := (p+r)/2.0+alpha*v;
r := b+v;
line(a,p), broc(p,q,n-1), broc(q,r,n-1), line(r,b)
end:
> alpha := 0.2;

```

$$\alpha := 0.2$$

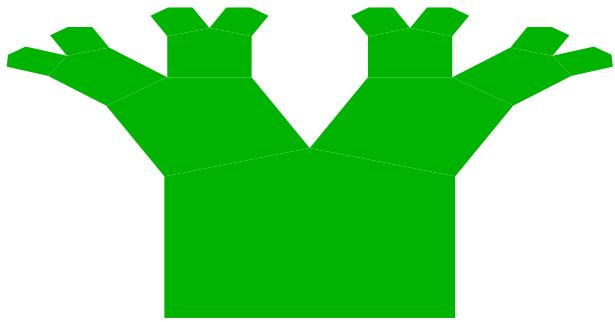
```
> PLOT( broc([0,0],[1,0],5), AXESSTYLE(NONE) );
```



```

> poly := proc(a,p,q,r,b) POLYGONS( [a,p,q,r,b], COLOR(RGB,0,0.7,0),
  STYLE(PATCHNOGRID) ) end;
poly:=proc(a, p, q, r, b)
  POLYGONS([a, p, q, r, b], COLOR(RGB, 0, 0.7, 0), STYLE(PATCHNOGRID))
end proc
> broc := proc(a::[numeric,numeric],b::[numeric,numeric],n::nonnegint)
local u,v,p,q,r;
  if n=1 then return (); fi;
  u := b-a;
  v := [-u[2],u[1]];
  p := a+v;
  r := b+v;
  q := (p+r)/2.0+alpha*v;
  poly(a,p,q,r,b), broc(p,q,n-1), broc(q,r,n-1);
end:
> PLOT( broc([0,0],[1,0],5,0.3), AXESSTYLE(NONE) );

```



```
> U := rand(1000..4000);
U:=proc()
  proc() option builtin=RandNumberInterface; end proc(6, 3001, 12) + 1000
end proc
> U()/10000.0;
0.3630000000
> U()/10000.0;
0.1450000000
> broc := proc(a::[numeric,numeric],b::[numeric,numeric],n::nonnegint)
local u,v,p,q,r,alpha;
  if n=1 then return (); fi;
  u := b-a;
  v := [-u[2],u[1]];
  p := a+v;
  r := b+v;
  alpha := U()/10000.0;
  q := (p+r)/2.0+alpha*v;
  poly(a,p,q,r,b), broc(p,q,n-1), broc(q,r,n-1);
end;
> PLOT( broc([0,0],[1,0],6), AXESSTYLE(NONE) );
```

