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import turtle

def drawTriangle(points,color):
    turtle.fillcolor(color)
    turtle.up()
    turtle.goto(points[0][0],points[0][1])
    turtle.down()
    turtle.begin_fill()
    turtle.goto(points[1][0],points[1][1])
    turtle.goto(points[2][0],points[2][1])
    turtle.goto(points[0][0],points[0][1])
    turtle.end_fill()

def getMid(p1,p2):
    return ( (p1[0]+p2[0]) / 2, (p1[1] + p2[1]) / 2)

def sierpinski(points,level):
    colormap = ['blue','red','green','white','yellow',
               'violet','orange']
    drawTriangle(points,colormap[level])
    if level > 0:
        sierpinski([points[0],
                    getMid(points[0], points[1]),
                    getMid(points[0], points[2])],
                    level-1)
        sierpinski([points[1],
                    getMid(points[0], points[1]),
                    getMid(points[1], points[2])],
                    level-1)
        sierpinski([points[2],
                    getMid(points[2], points[1]),
                    getMid(points[0], points[2])],
                    level-1)

myPoints = [[-100,-50],[0,100],[100,-50]]
sierpinski(myPoints,5)

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