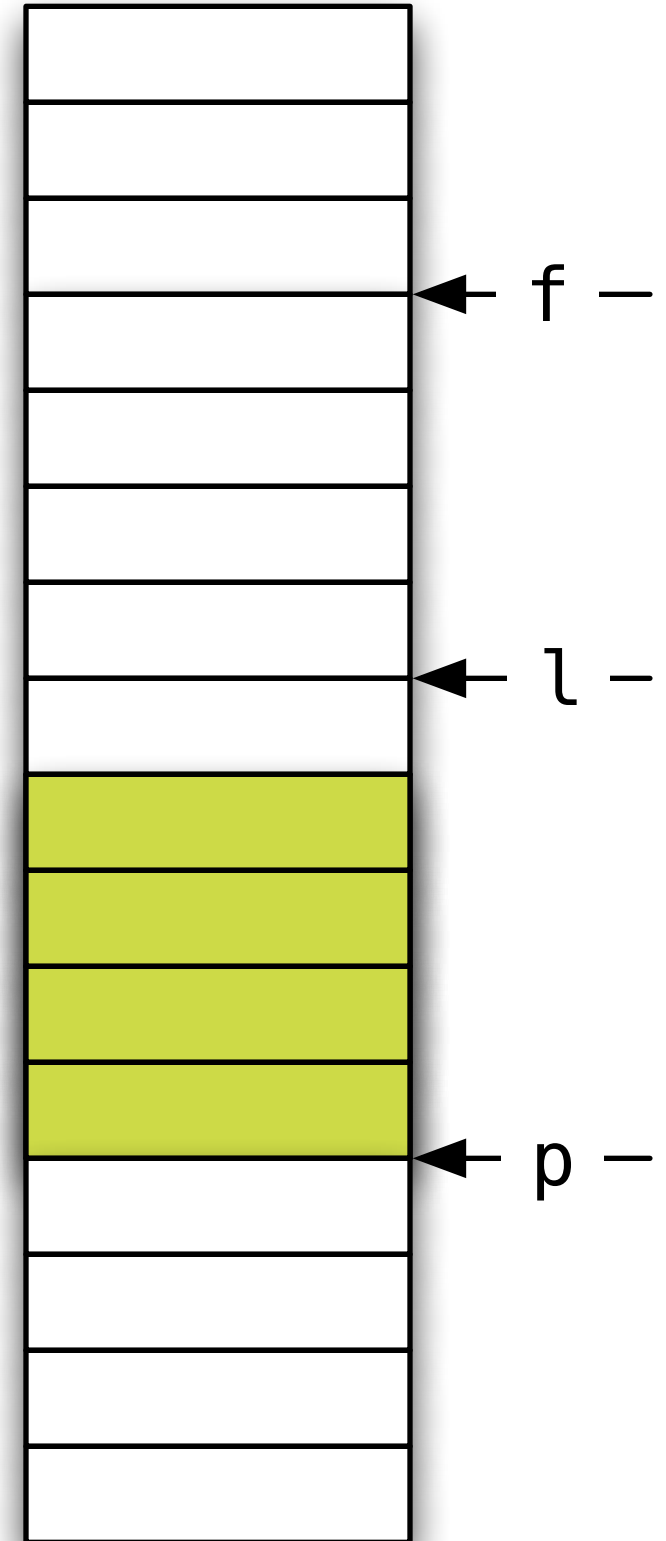


← f —

← l —

← p —

```
rotate(f, l, p);
```



rotate(f, l, p);

