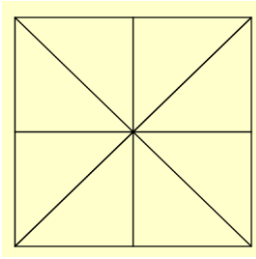
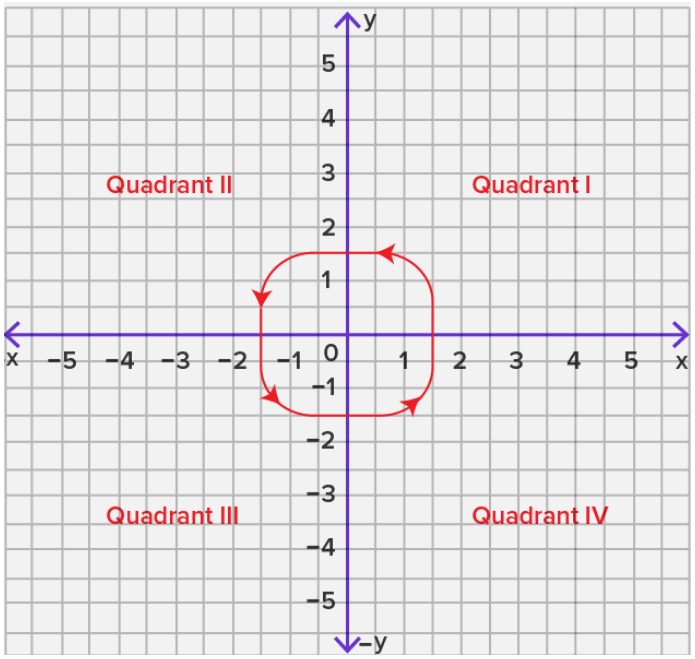
Task I  Picture 1	Make a sketch: - the window dimension for sketch is 400x400, use background for the window – choose the color of it. - use function setup() and draw() - Draw a rectangle and the line inside like in a Picture 1 - modify the position of x and y coordinates (first two coordinates of the rectangle) in a center of the sketch for drawing it. Next to coordinates rx and ry (half of the width and a half of the height) is in your variant (point). - Declarate x,y flat variable and rx, ry int variable. - Use the key word width and height to determinate the center of the sketch. The thickness of the line is 2 for rectangle and the line. Put all this code (Picture1) inside setup() function. Change the color to draw lines and borders around rectangle.  Picture 2. Mathematic coordinate sistem
Point 1	- rx=180 ry=150 (is a half of the width and a half of the height) - Put next code in a function draw() - The thickness of the line is 4. Change the color for each shape. a) Draw an arc inside the rectangle in **quadrant I** (see the Picture 2) b) Draw a chord inside the rectangle.

	- angle to start the chord is **in middle of quadrant II** - angle to end the chord is **the end of quadrant III** c) Draw a Pie inside the rectangle. - angle to start the pie is the **end of quadrant IV** - angle to end the pie **is the middle of quadrant II** Change the RX for 5 points before pie function (rx-5) -
Point 2	- Rx=120 ry=195 (is a half of the width and a half of the height) - Put next code in a function draw() - The thickness of the line is 3. Change the color for each shape. a) Draw an arc inside the rectangle - angle to start the arc is **in the middle of quadrant I** - angle to end the chord is in **the middle of quadrant II** (see the Picture 2) c) Draw a chord inside the rectangle. - angle to start the chord is **in the begining of quadrant III** - angle to end the chord **is the end of quadrant IV** c) Draw a Pie inside the rectangle. - angle to start the pie is the **in the begining of quadrant II** - angle to end the pie **is the end of quadrant III** Change the RX for 6 points before pie function (rx-6) -
Point 3	- rx=160 ry=190 (is a half of the width and a half of the height) - Put next code in a function draw() - The thickness of the line is 3. Change the color for each shape. a) Draw an arc inside the rectangle in **quadrant II** (see the Picture 2) b) Draw a chord inside the rectangle. - angle to start the chord is **in the middle of quadrant IV** - angle to end the chord **is the start of quadrant III** c) Draw a Pie inside the rectangle. - angle to start the pie is the **start of quadrant I** - angle to end the pie **is the middle of quadrant III** Change the RX for 10 points before pie function (rx-10) -
Point 4	- rx=190 ry=145 (is a half of the width and a half of the height) - Put next code in a function draw()

	- The thickness of the line is 4. Change the color for each shape. a) Draw an arc inside the rectangle in **quadrant III** (see the Picture 2) b) Draw a chord inside the rectangle. - angle to start the chord is **in quadrant IV** - angle to end the chord is in **the middle of quadrant I** c) Draw a Pie inside the rectangle. - angle to start the pie **at the beginning of quadrant II** - angle to end the pie is **the middle of quadrant IV** Change the RX for 7 points before pie function (rx-12)
Point 5	- rx=150 ry=185 (is a half of the width and a half of the height) - Put next code in a function draw() - The thickness of the line is 3. Change the color for each shape. a) Draw an arc inside the rectangle in **quadrant IV** (see the Picture 2) b) Draw a chord inside the rectangle. - angle to start the chord is **in middle of quadrant I** - angle to end the chord is **the end of quadrant II** c) Draw a Pie inside the rectangle. - angle to start the pie **at the beginning of quadrant III** - angle to end the pie is **the middle of quadrant IV** Change the RX for 7 points before pie function (rx-7)