```
In [5]: %load ext autoreload
        %autoreload 2
        import sys
        sys.path.append("..")
        from IPython.display import SVG, display
        from dibu import parse
        from xml.dom.minidom import parseString as xmlParse
In [6]: def show(dibu_prog):
            output = parse(dibu prog)
            pretty_xml = xmlParse(output).toprettyxml()
            print(pretty_xml)
            return SVG(output)
        show('''
        size height=200, width=200
        rectangle upper_left=(0,0), size=(50, 50), fill="red"
        rectangle upper_left=(100,0), size=(50, 50)
        rectangle upper left=(50,50), size=(50, 50)
        rectangle upper_left=(150,50), size=(50, 50)
        rectangle upper left=(0,100), size=(50, 50)
        rectangle upper_left=(100,100), size=(50, 50)
        rectangle upper_left=(50,150), size=(50, 50)
        rectangle upper left=(150,150), size=(50, 50)
        ''')
        <?xml version="1.0" ?>
        <svg baseProfile="full" height="200" version="1.1" width="200" xmlns="http://www.w3.org/2000/svg"</pre>
         xmlns:ev="http://www.w3.org/2001/xml-events" xmlns:xlink="http://www.w3.org/1999/xlink">
                <defs/>
                <rect fill="red" height="50" width="50" x="0" y="0"/>
                <rect height="50" width="50" x="100" y="0"/>
                <rect height="50" width="50" x="50" y="50"/>
                <rect height="50" width="50" x="150" y="50"/>
                <rect height="50" width="50" x="0" y="100"/>
                <rect height="50" width="50" x="100" y="100"/>
                <rect height="50" width="50" x="50" y="150"/>
                <rect height="50" width="50" x="150" y="150"/>
        </svg>
Out[6]:
In [7]: | show('''
            size height=100, width=100
            circle center=(50, 50), radius=50, fill="red"
            circle center=(50, 50), radius=25, fill="black"
        <?xml version="1.0" ?>
        <svg baseProfile="full" height="100" version="1.1" width="100" xmlns="http://www.w3.org/2000/svg"</pre>
         xmlns:ev="http://www.w3.org/2001/xml-events" xmlns:xlink="http://www.w3.org/1999/xlink">
                <circle cx="50" cy="50" fill="red" r="50"/>
                <circle cx="50" cy="50" fill="black" r="25"/>
        </svg>
Out[7]:
```

dibu

file:///home/jmperez/Downloads/dibu%20(1).html

11/10/2016 dibu

In [8]: | show(''' rectangle upper\_left=(0,0), size=(200, 200), fill="yellow" polygon points=[(0,0), (50, 50), (0, 100)], style="stroke: black; stroke-width: 3; fill: non polygon points=[(0,0), (50, 50), (100, 0)], style="stroke: black; stroke-width: 3; fill: non polygon points=[(0, 100), (50, 150), (0, 200)], style="stroke: black; stroke-width: 3; fill: none;" polygon points=[(0, 200), (50, 150), (100, 200)], style="stroke: black; stroke-width: 3; fil l: none;" polygon points=[(100, 200), (150, 150), (200, 200)], style="stroke: black; stroke-width: 3; f ill: none;" polygon points=[(200, 200), (150, 150), (200, 100)], style="stroke: black; stroke-width: 3; f ill: none;" polygon points=[(200, 100), (150, 50), (200, 0)], style="stroke: black; stroke-width: 3; fil l: none;" polygon points=[(200, 0), (150, 50), (100, 0)], style="stroke: black; stroke-width: 3; fill: none;" ''')

```
<?xml version="1.0" ?>
<svg baseProfile="full" height="200" version="1.1" width="200" xmlns="http://www.w3.org/2000/svg"</pre>
xmlns:ev="http://www.w3.org/2001/xml-events" xmlns:xlink="http://www.w3.org/1999/xlink">
        <defs/>
        <rect fill="yellow" height="200" width="200" x="0" y="0"/>
        <polygon points="0,0 50,50 0,100" style="stroke: black; stroke-width: 3; fill: none;"/>
        <polygon points="0,0 50,50 100,0" style="stroke: black; stroke-width: 3; fill: none;"/>
        <polygon points="0,100 50,150 0,200" style="stroke: black; stroke-width: 3; fill: none;"/>
        <polygon points="0,200 50,150 100,200" style="stroke: black; stroke-width: 3; fill: non</pre>
e;"/>
        <polygon points="100,200 150,150 200,200" style="stroke: black; stroke-width: 3; fill: non</pre>
e;"/>
        <polygon points="200,200 150,150 200,100" style="stroke: black; stroke-width: 3; fill: non</pre>
e;"/>
        <polygon points="200,100 150,50 200,0" style="stroke: black; stroke-width: 3; fill: non</pre>
e;"/>
        <polygon points="200,0 150,50 100,0" style="stroke: black; stroke-width: 3; fill: none;"/>
</svg>
```

## Out[8]:

