



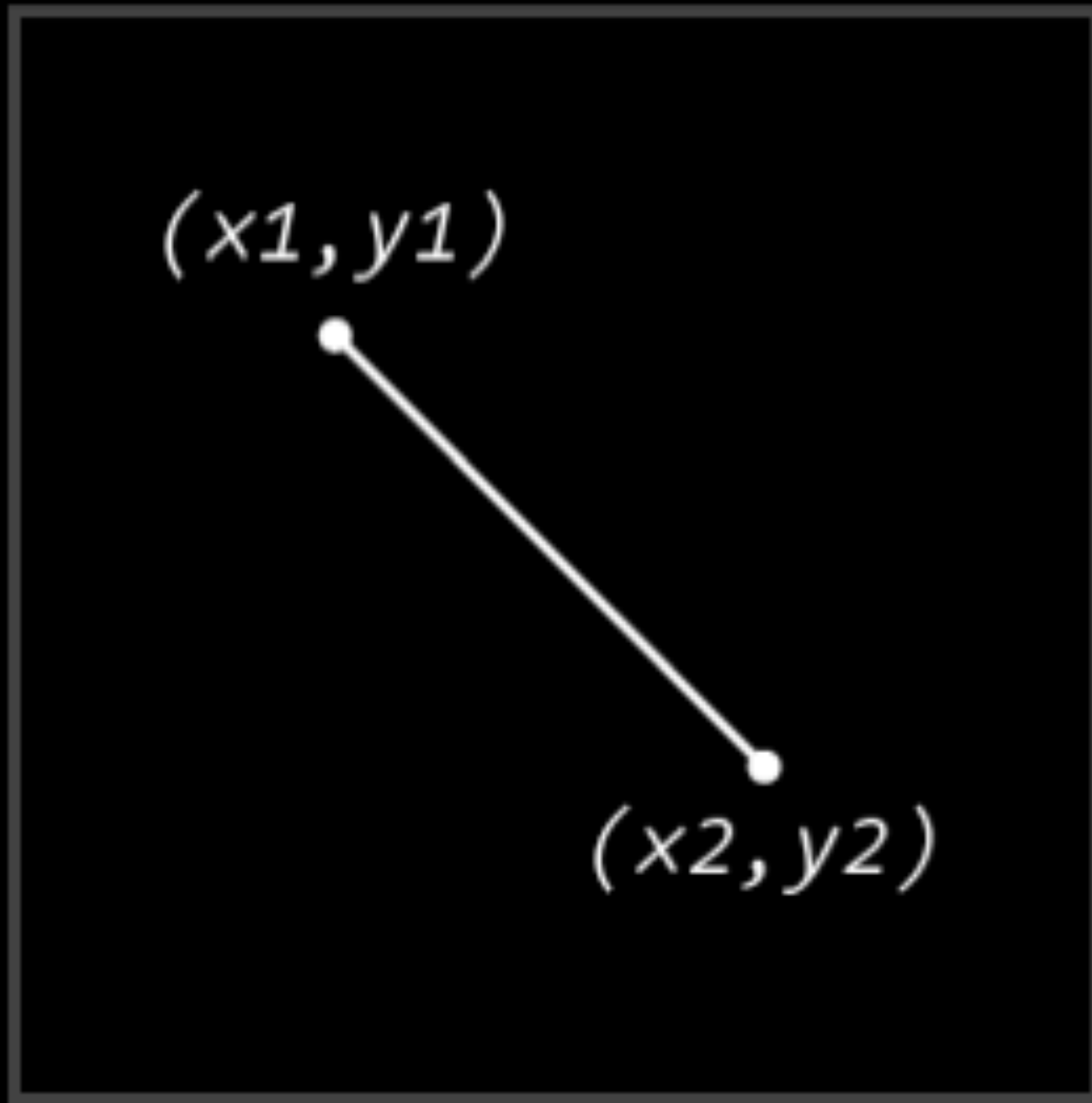
point(.);

*point(x, y)*

*(x, y)*

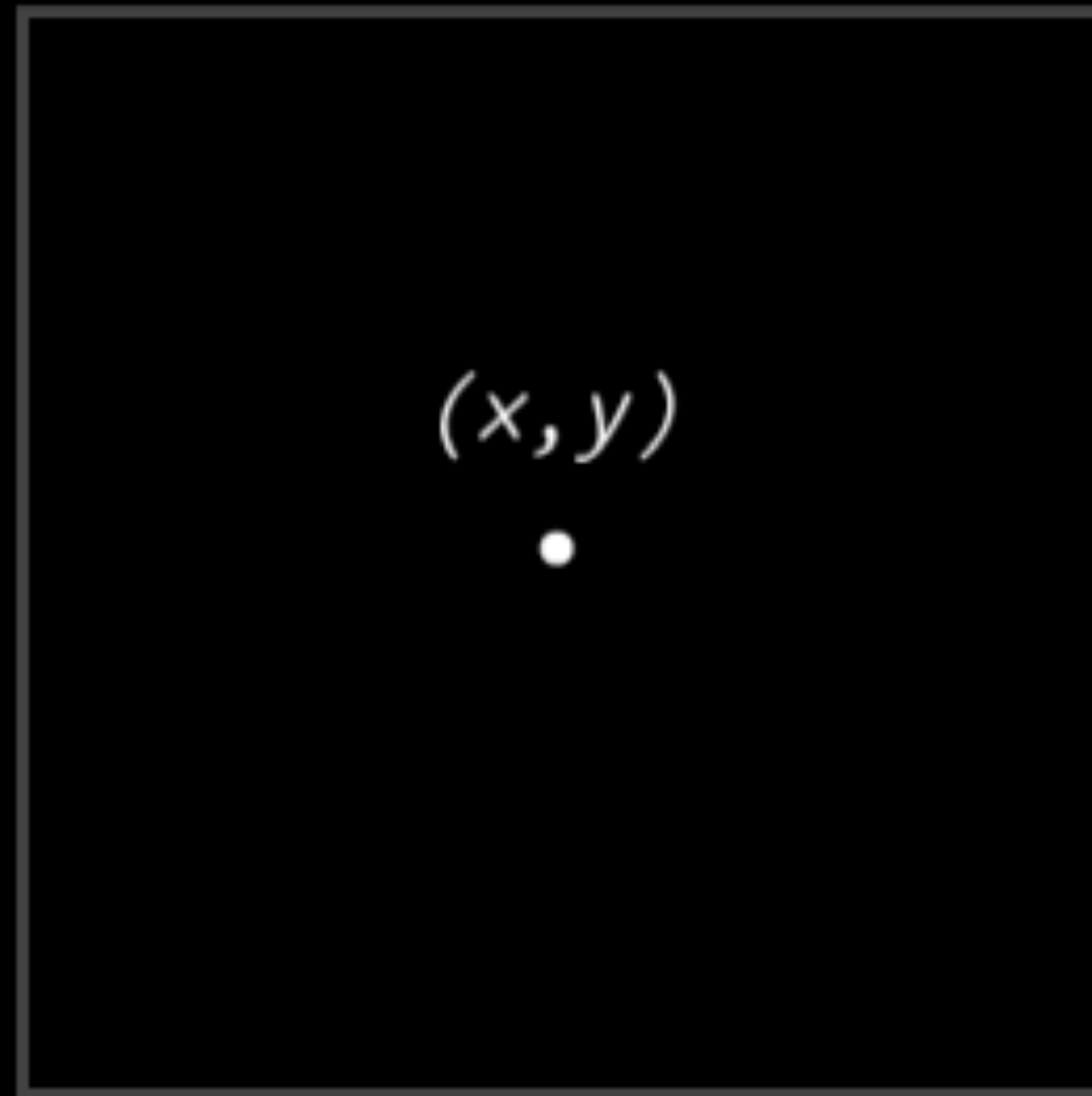


**line();**



*line(x1, y1, x2, y2)*

**point();**



*point(x, y)*