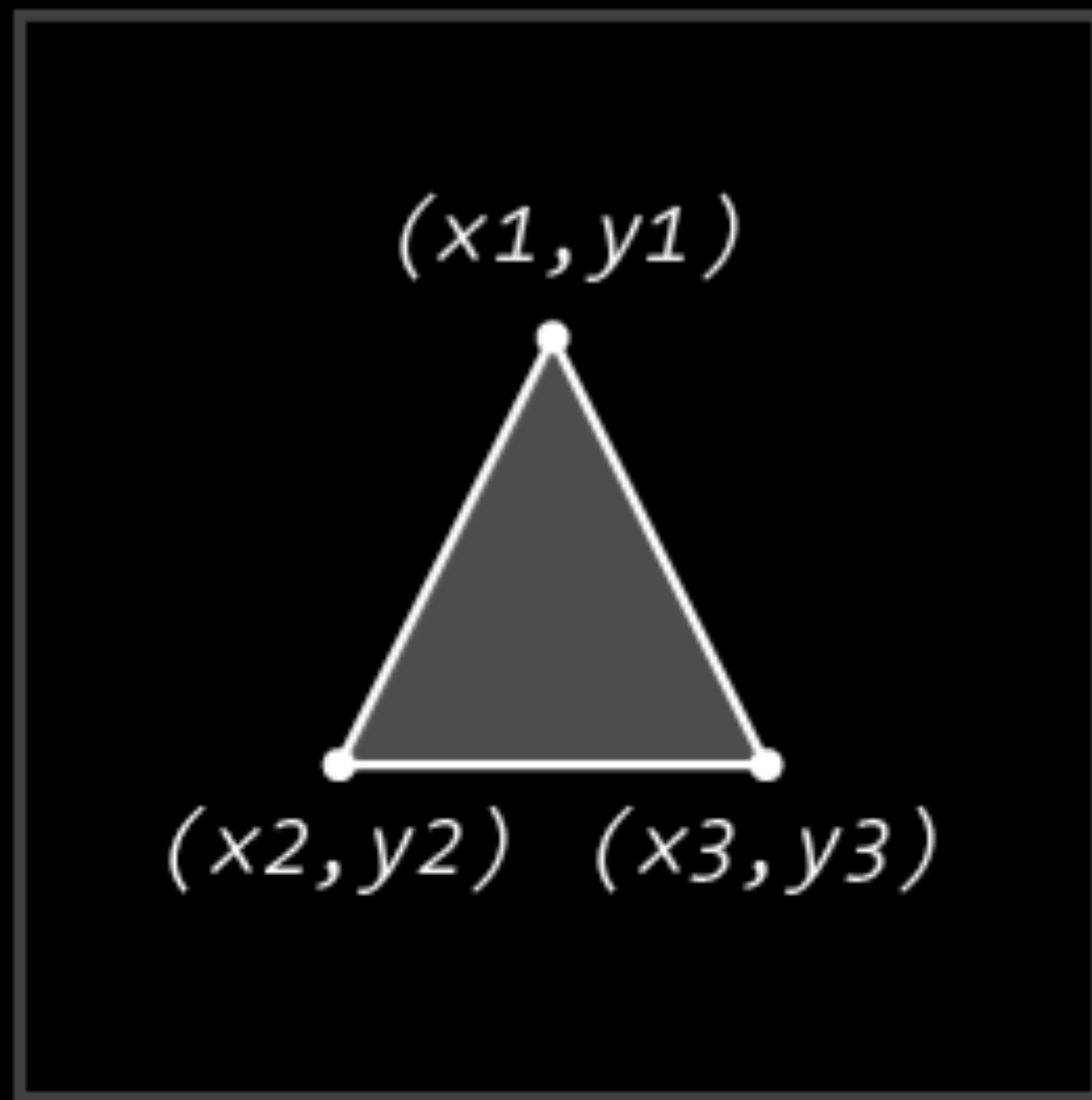
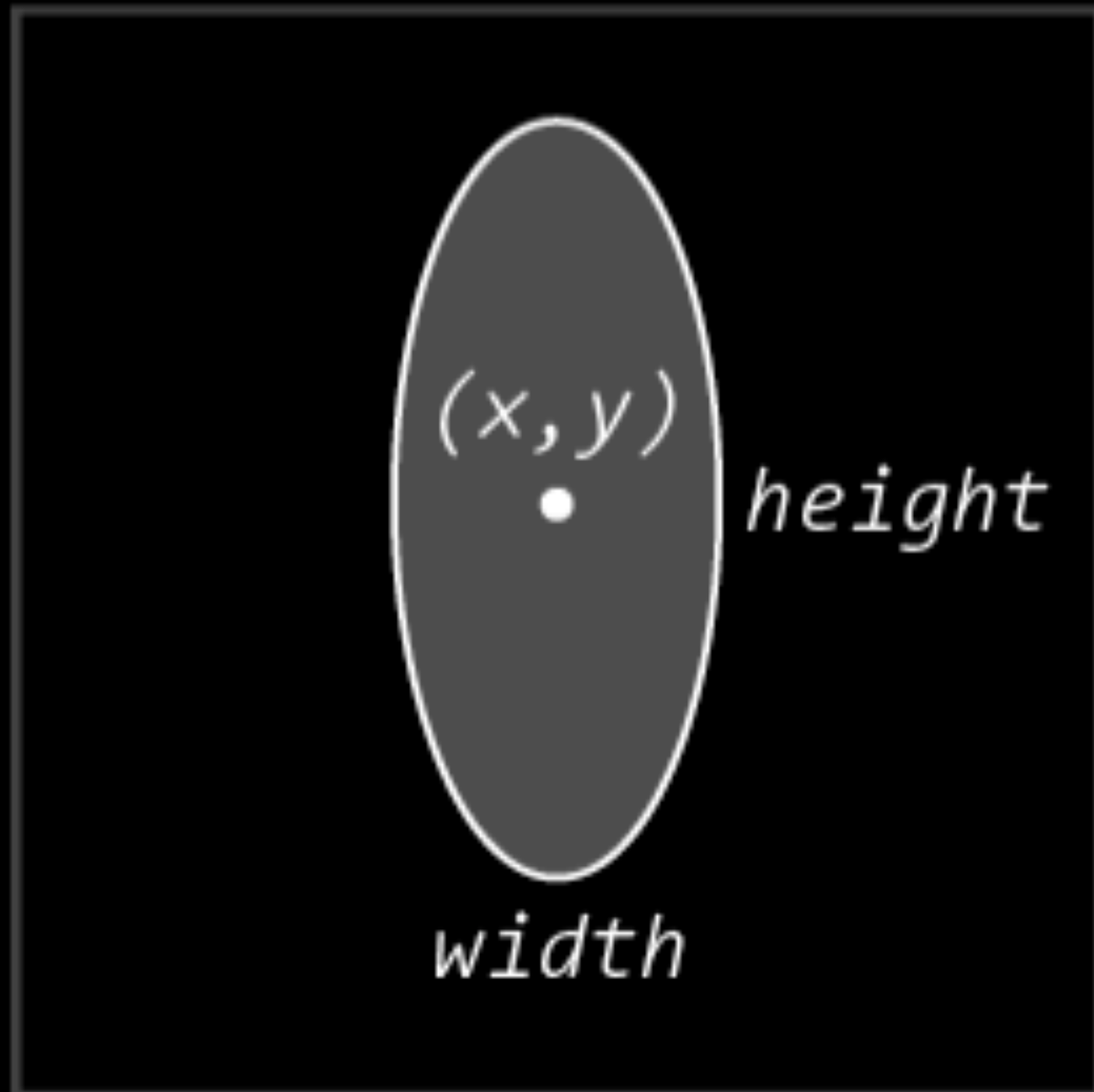


trianglè(;)!



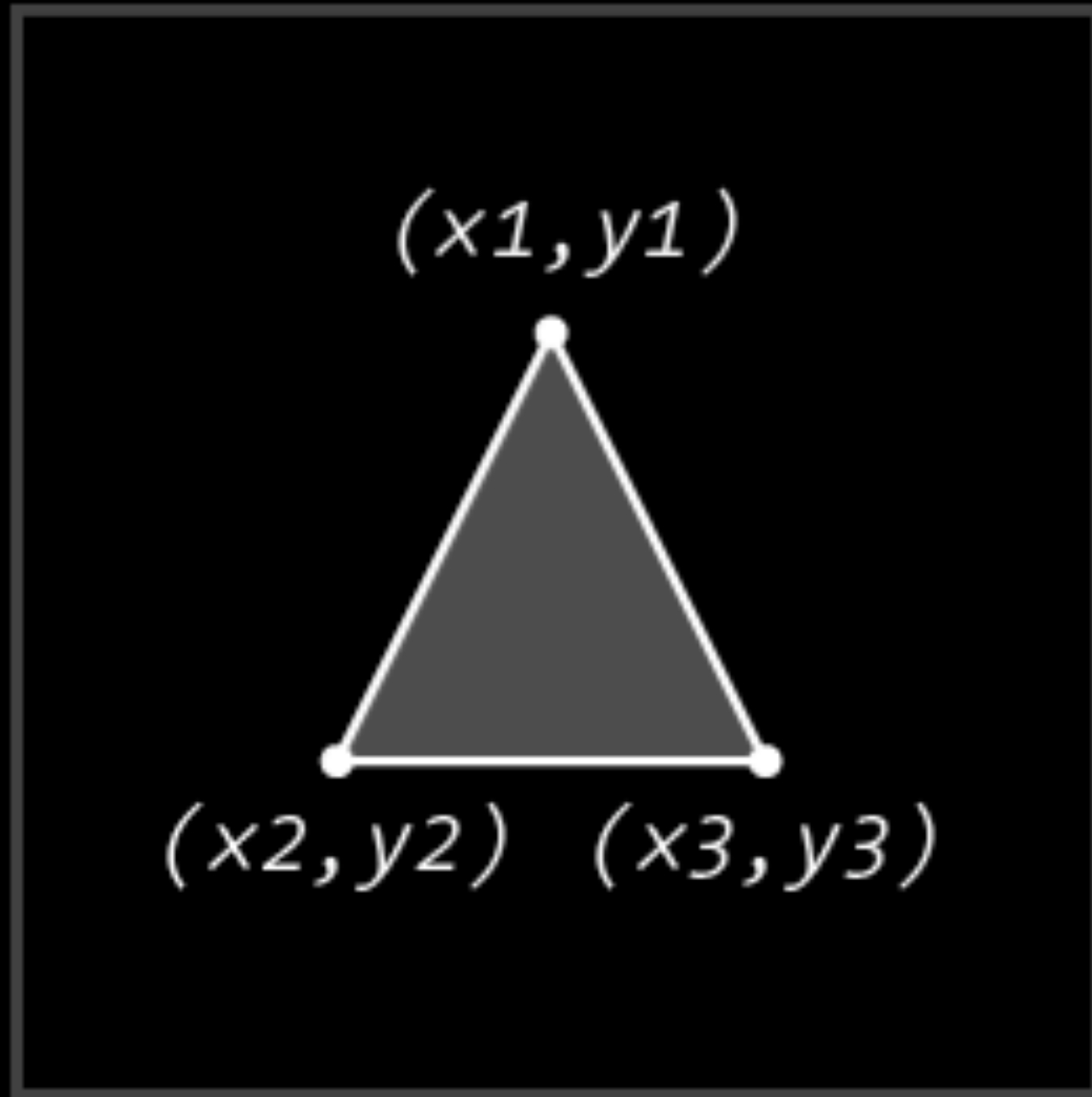
triangle(x1, y1, x2, y2, x3, y3)

ellipse();



ellipse(x, y, width, height)

triangle();



triangle(x1, y1, x2, y2, x3, y3)