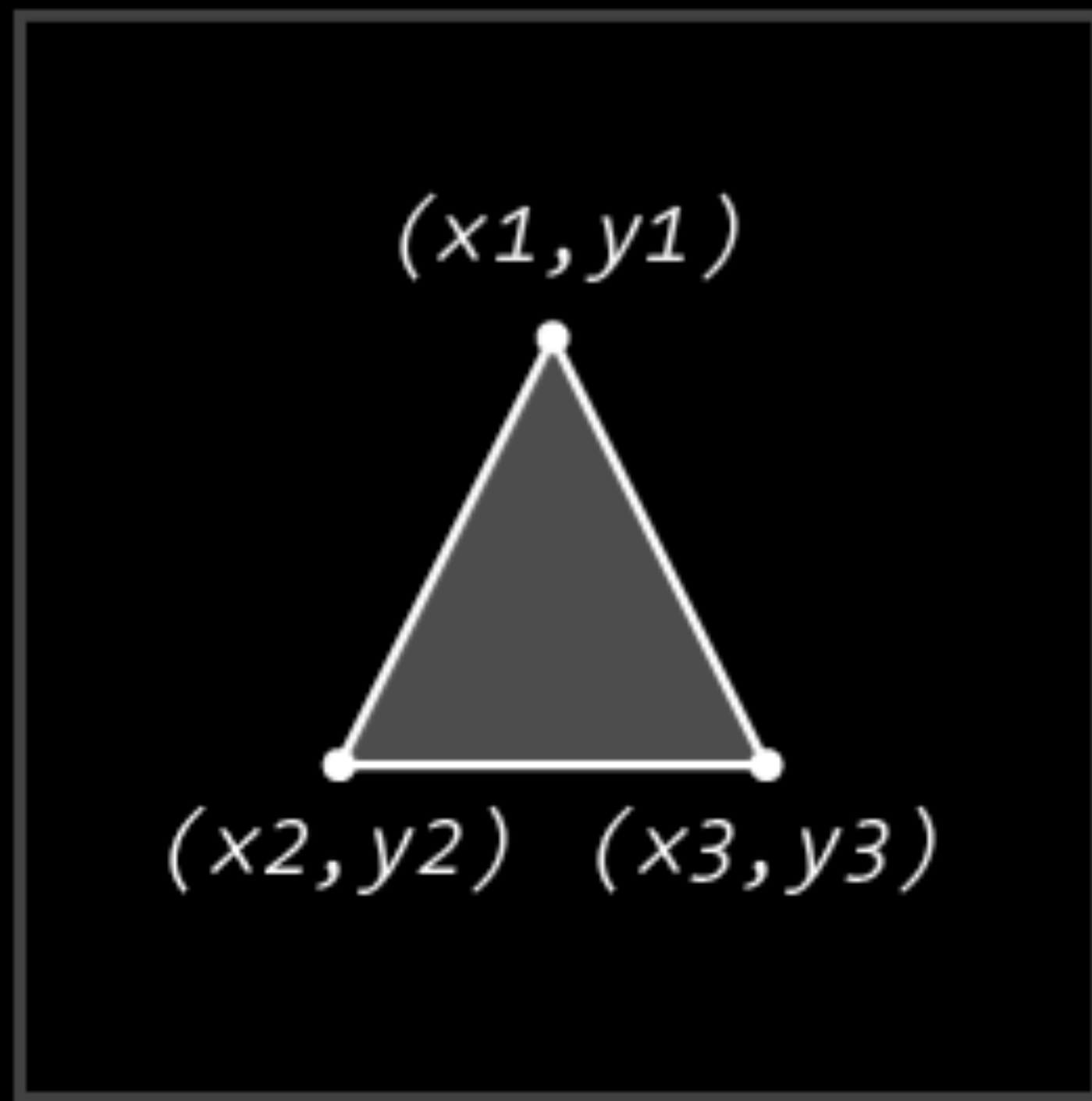


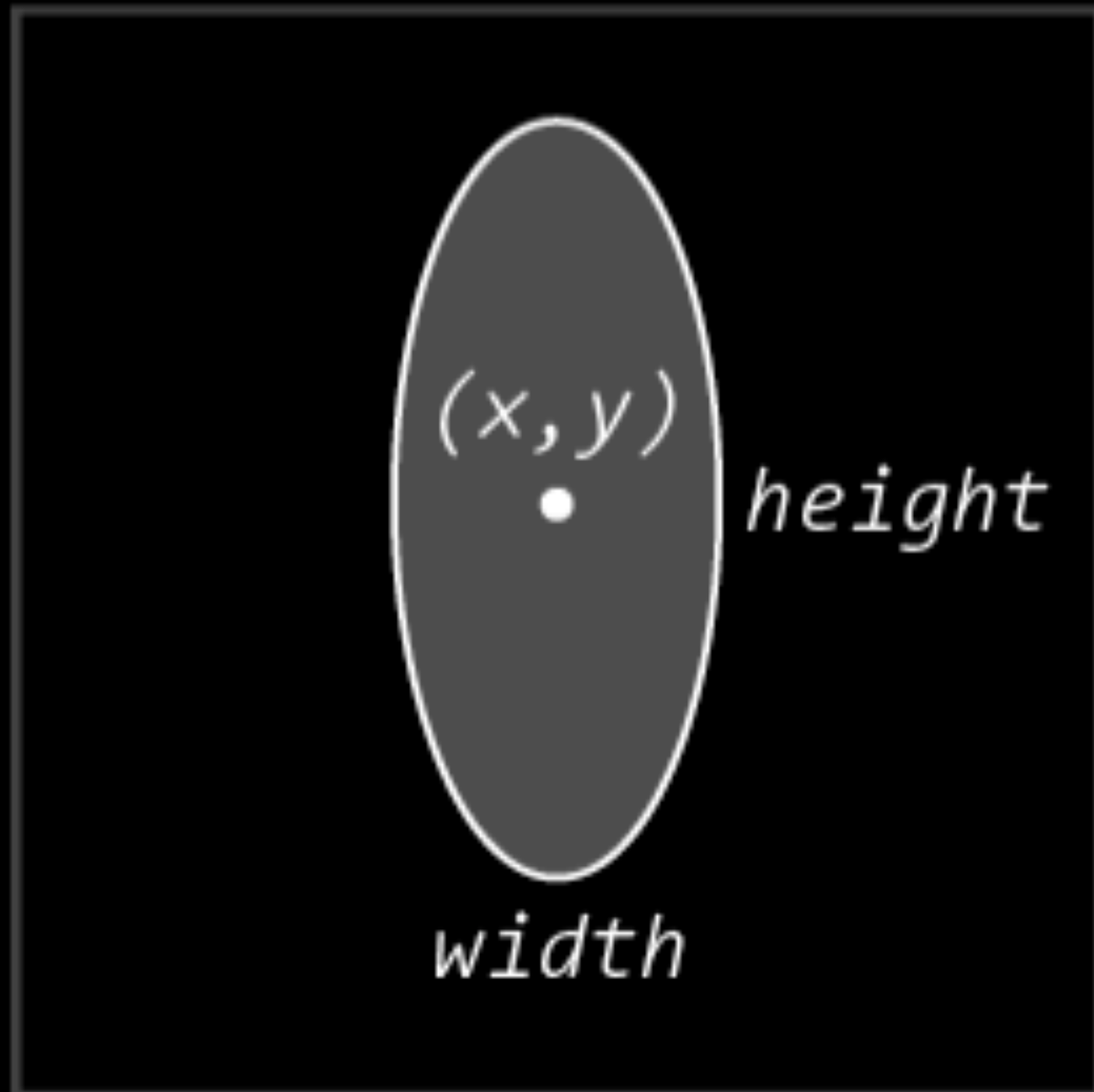


trianglè(;)!



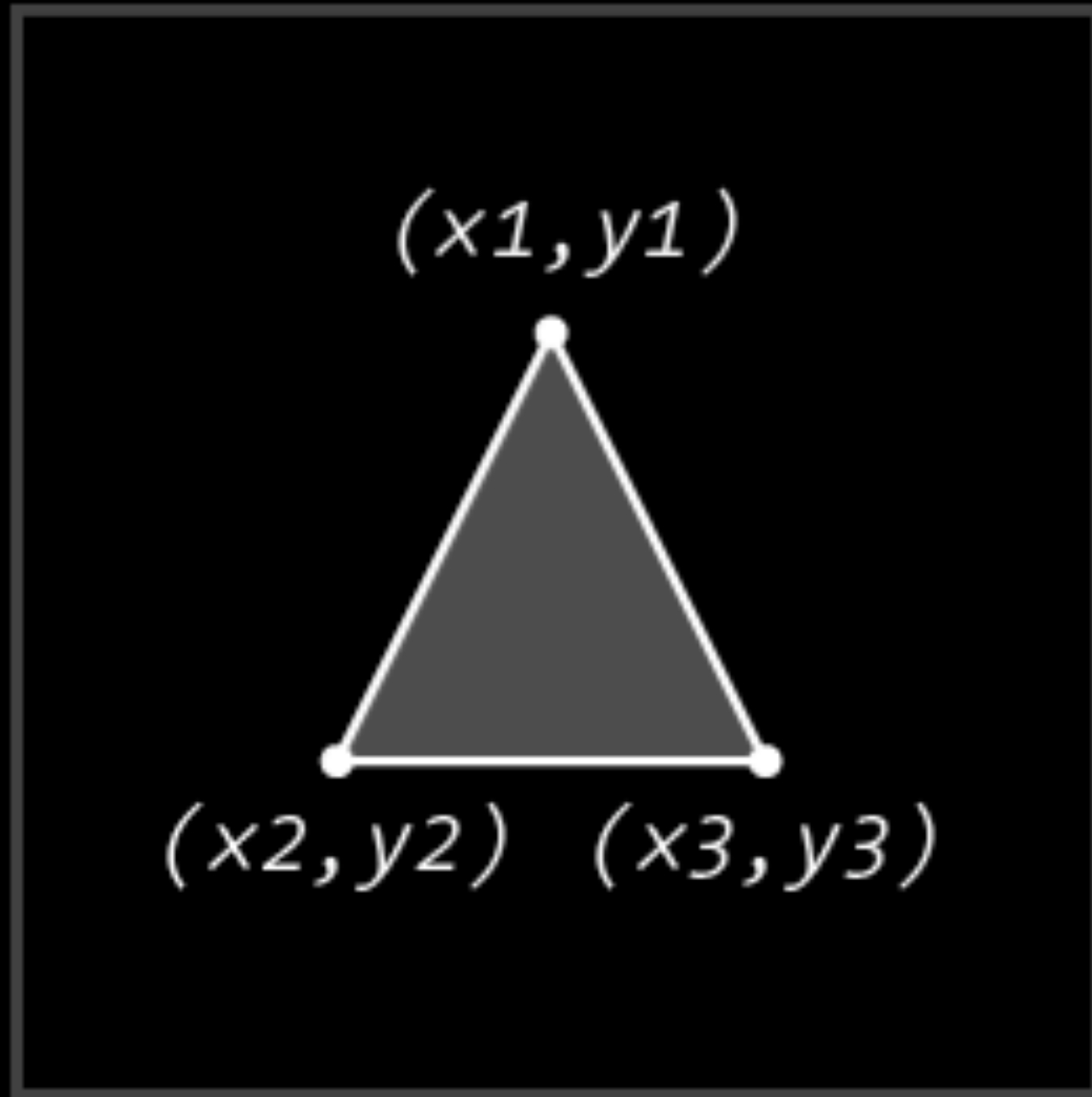
$triangle(x_1, y_1, x_2, y_2, x_3, y_3)$

**ellipse();**



*`ellipse(x, y, width, height)`*

**triangle();**



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