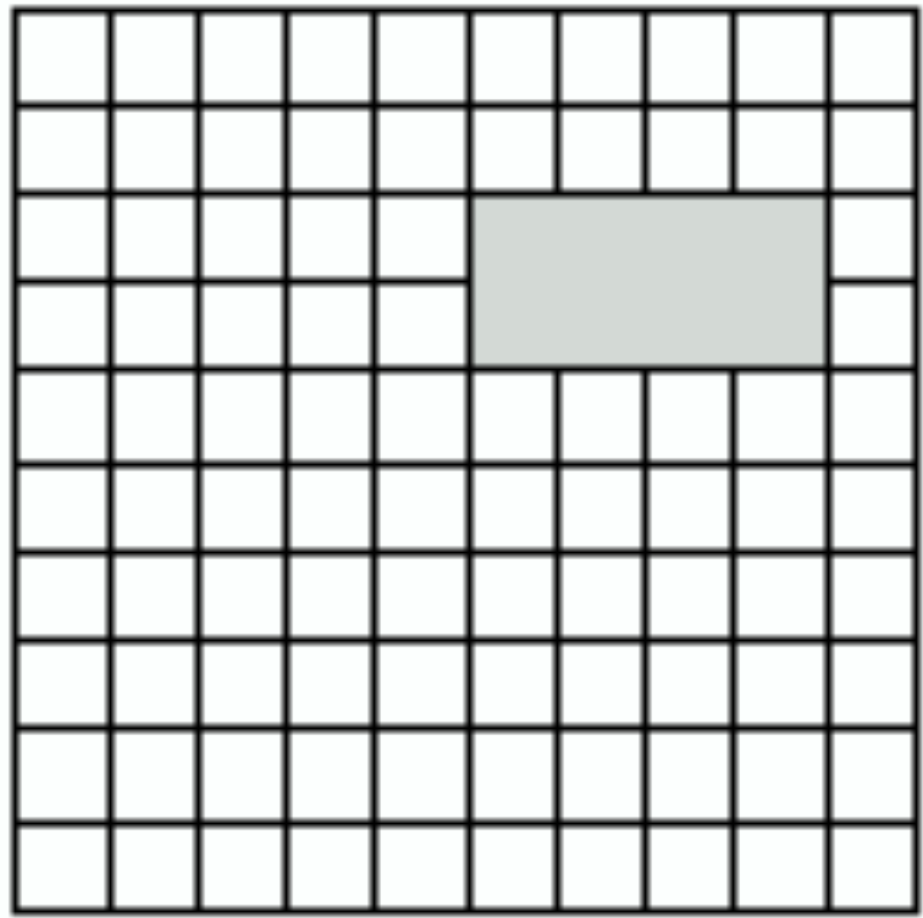


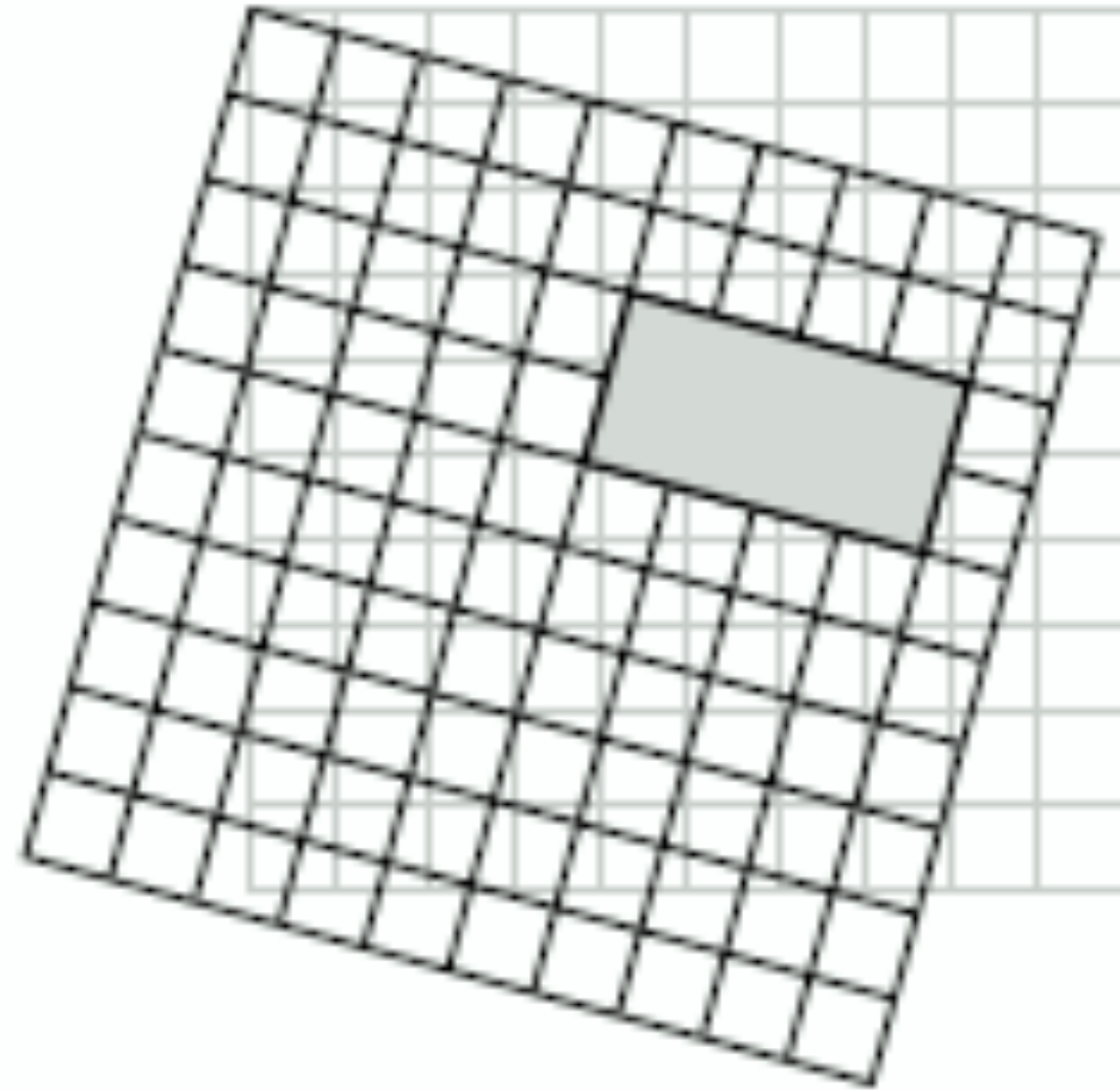

```
pushMatrix();  
{  
  translate(x,y);  
  rotate(t);  
  scale(sc);  
}  
popMatrix();
```

rotate();

`rect(50,20,40,20)`



`rotate($\text{PI}/12$)`



```
pushMatrix();  
{  
  translate(x,y);  
  rotate(t);  
  scale(sc);  
}  
popMatrix();
```