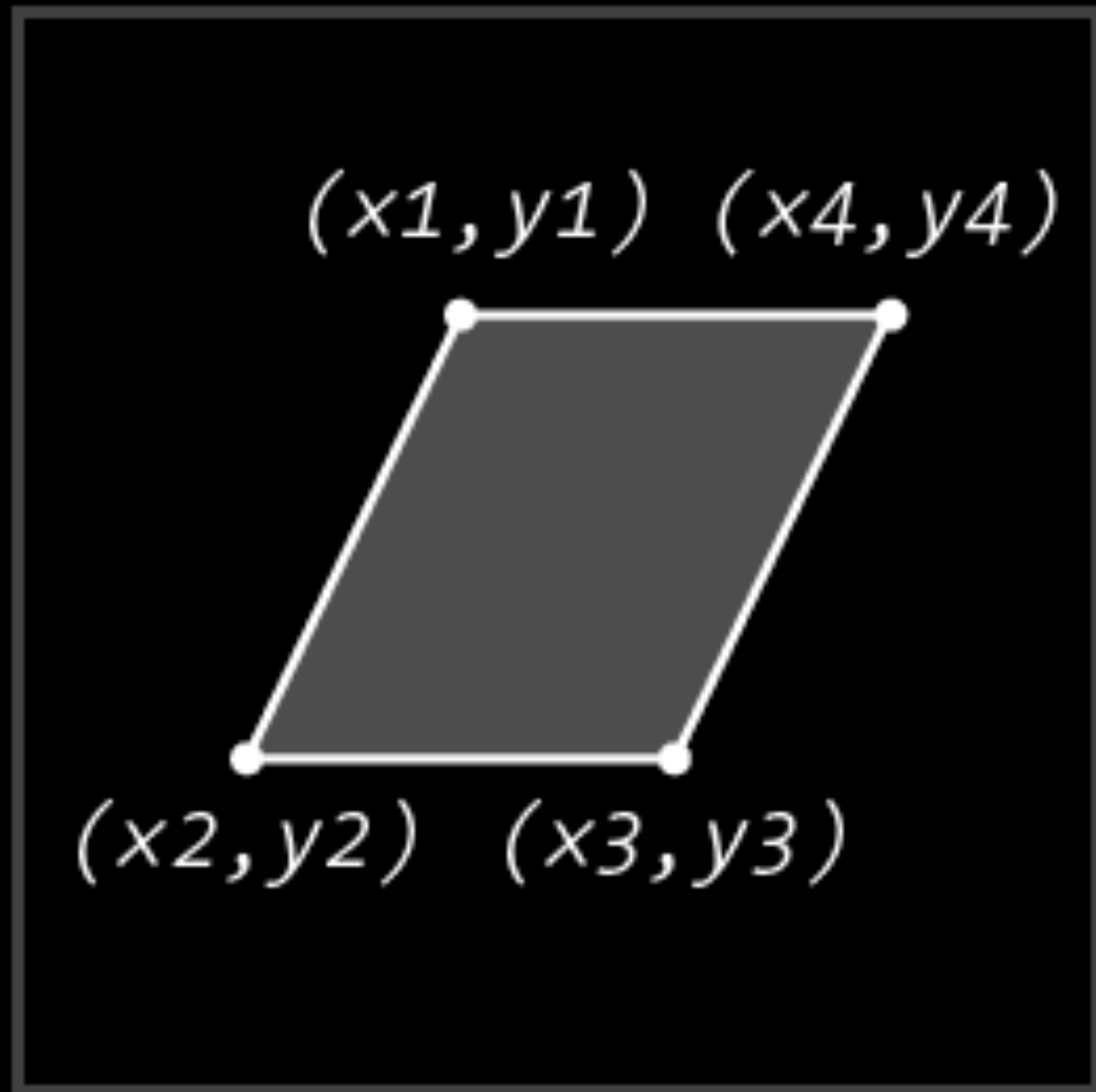
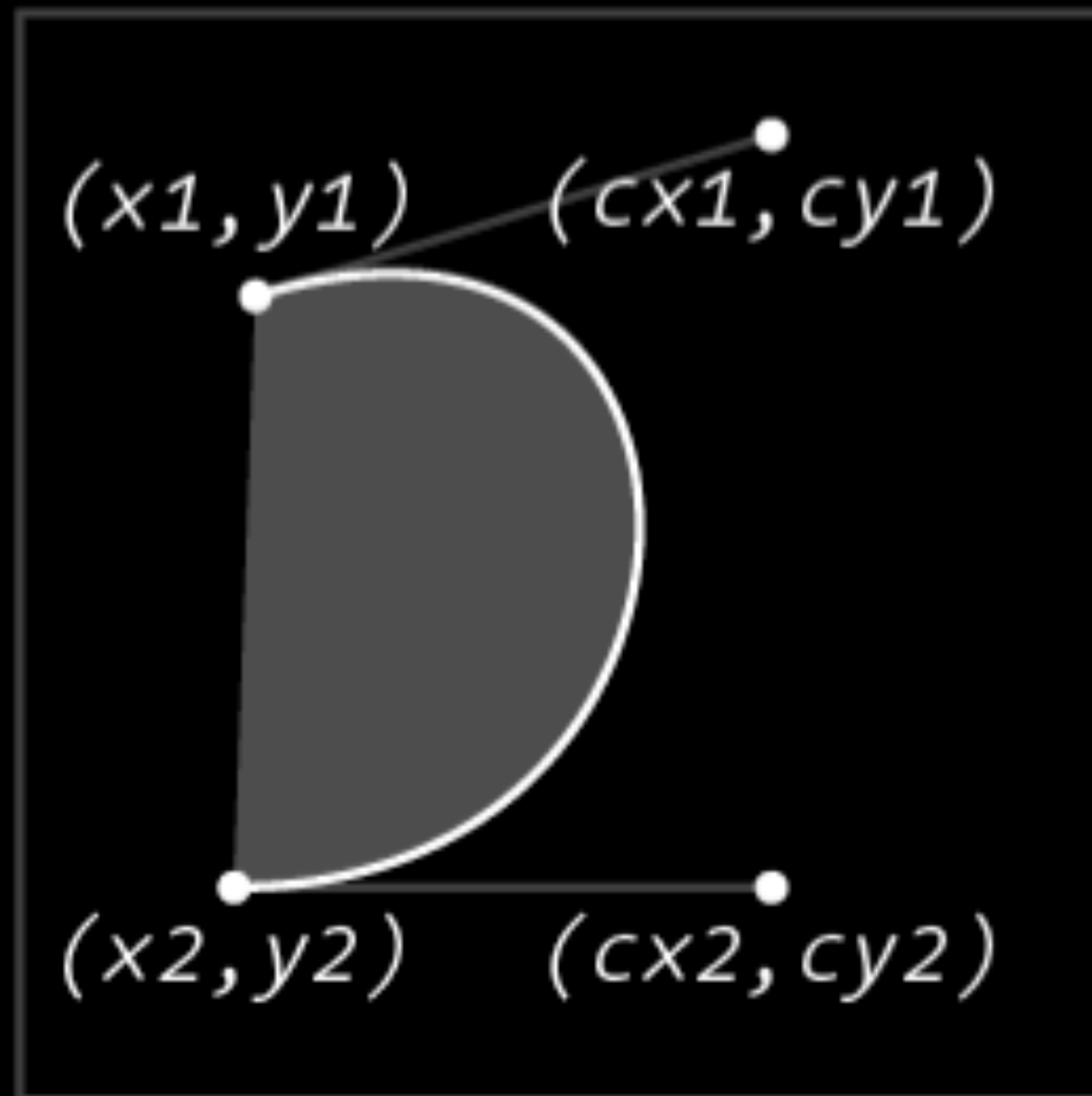


quaddi:



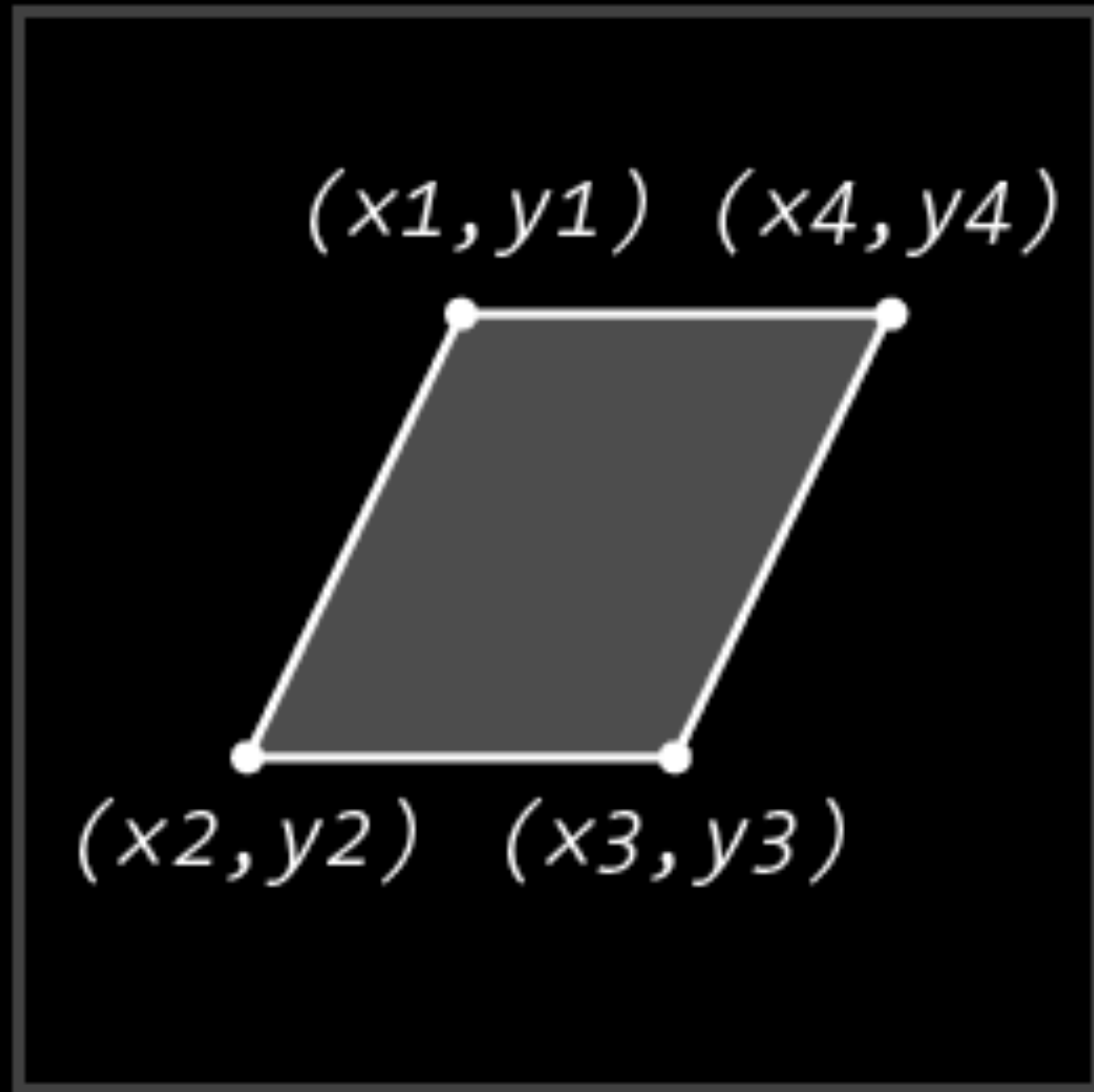
$quad(x1, y1, x2, y2, x3, y3, x4, y4)$

bezier();



bezier(x1, y1, cx1, cy1, cx2, cy2, x2, y2)

quad();



quad(x1, y1, x2, y2, x3, y3, x4, y4)