



rect():i

$(x, y)$

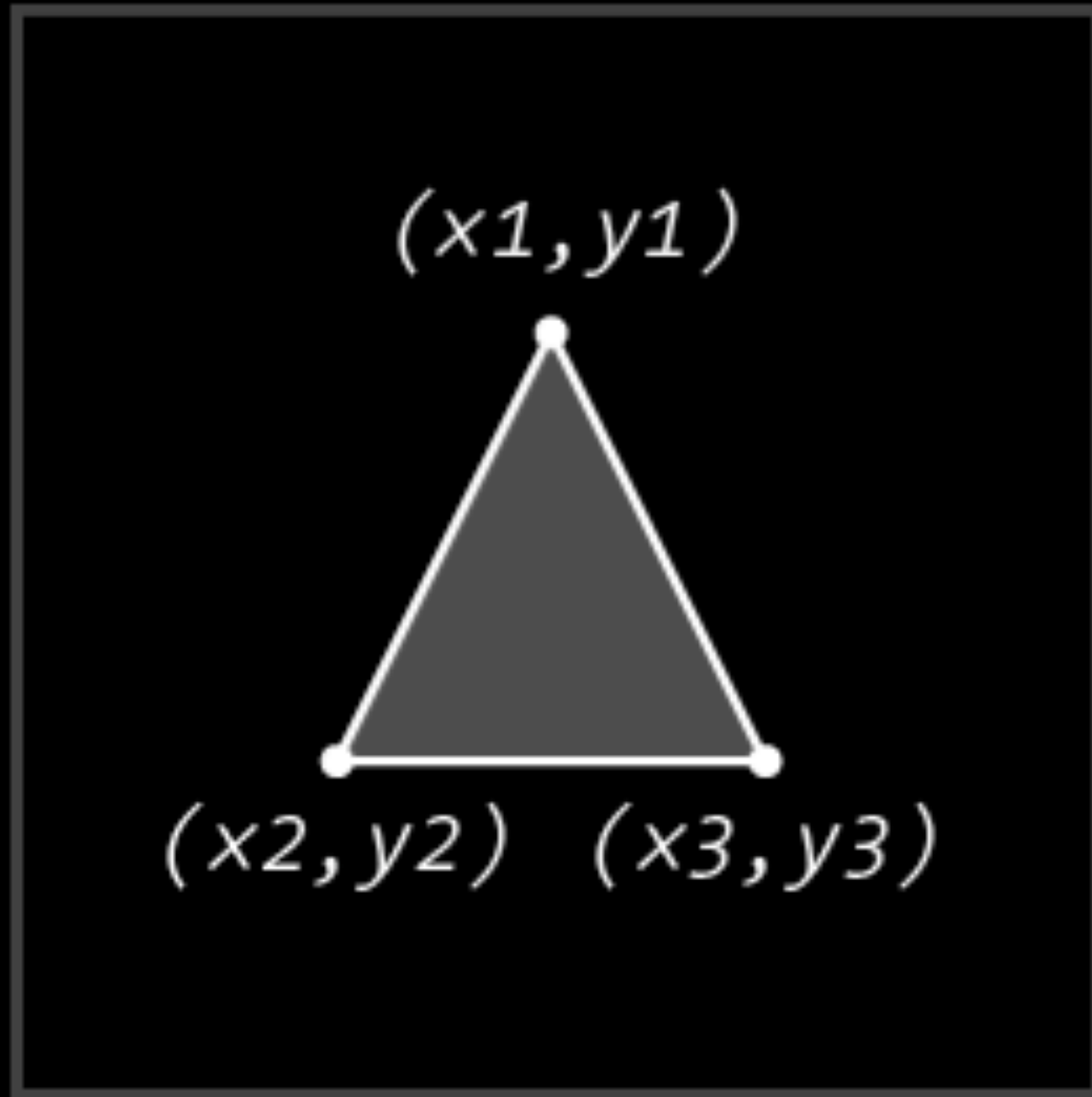


`height`

`width`

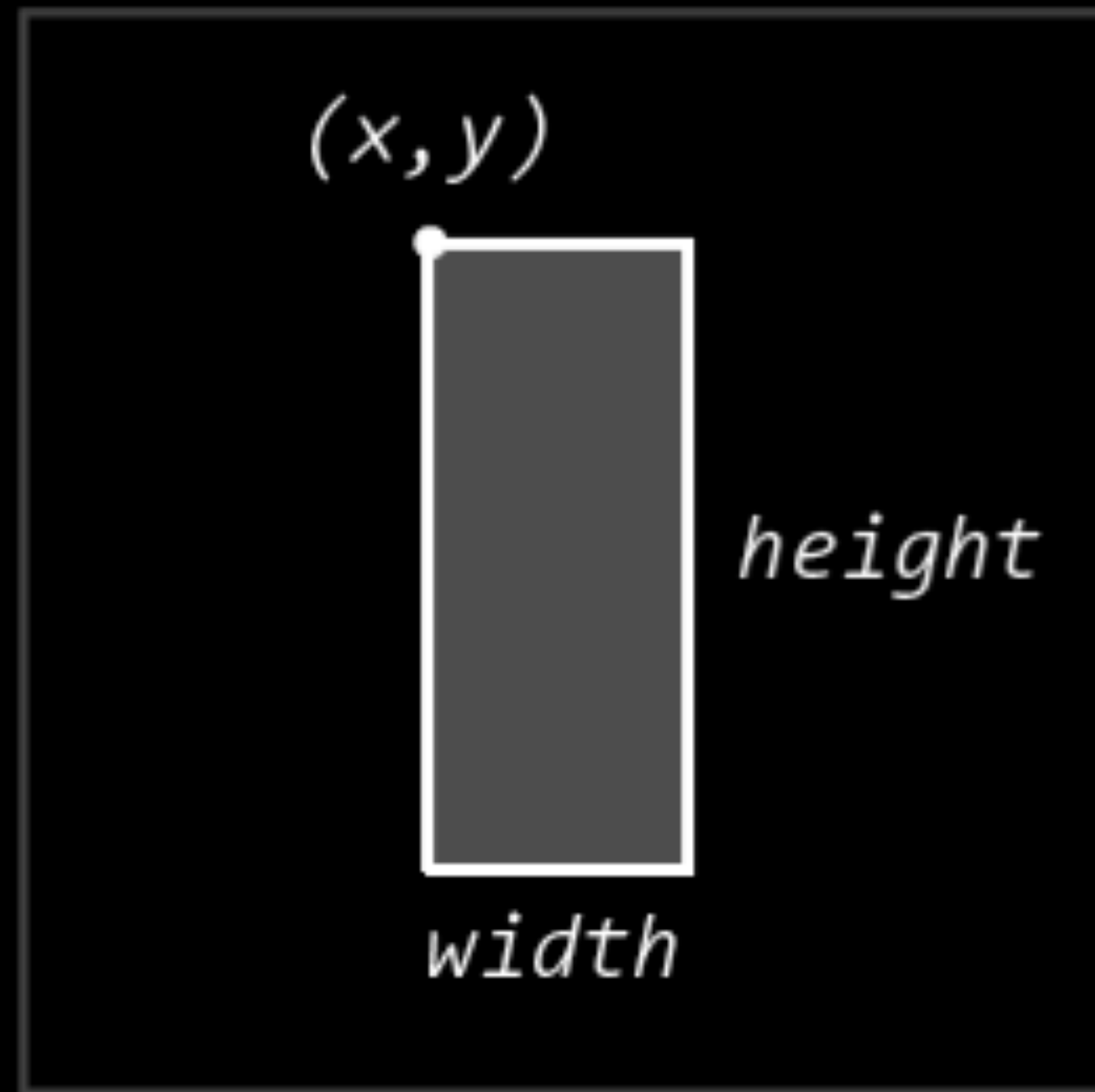
`rect(x, y, width, height)`

**triangle();**



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

**rect();**



*rect(x, y, width, height)*