

rect():i

(x, y)

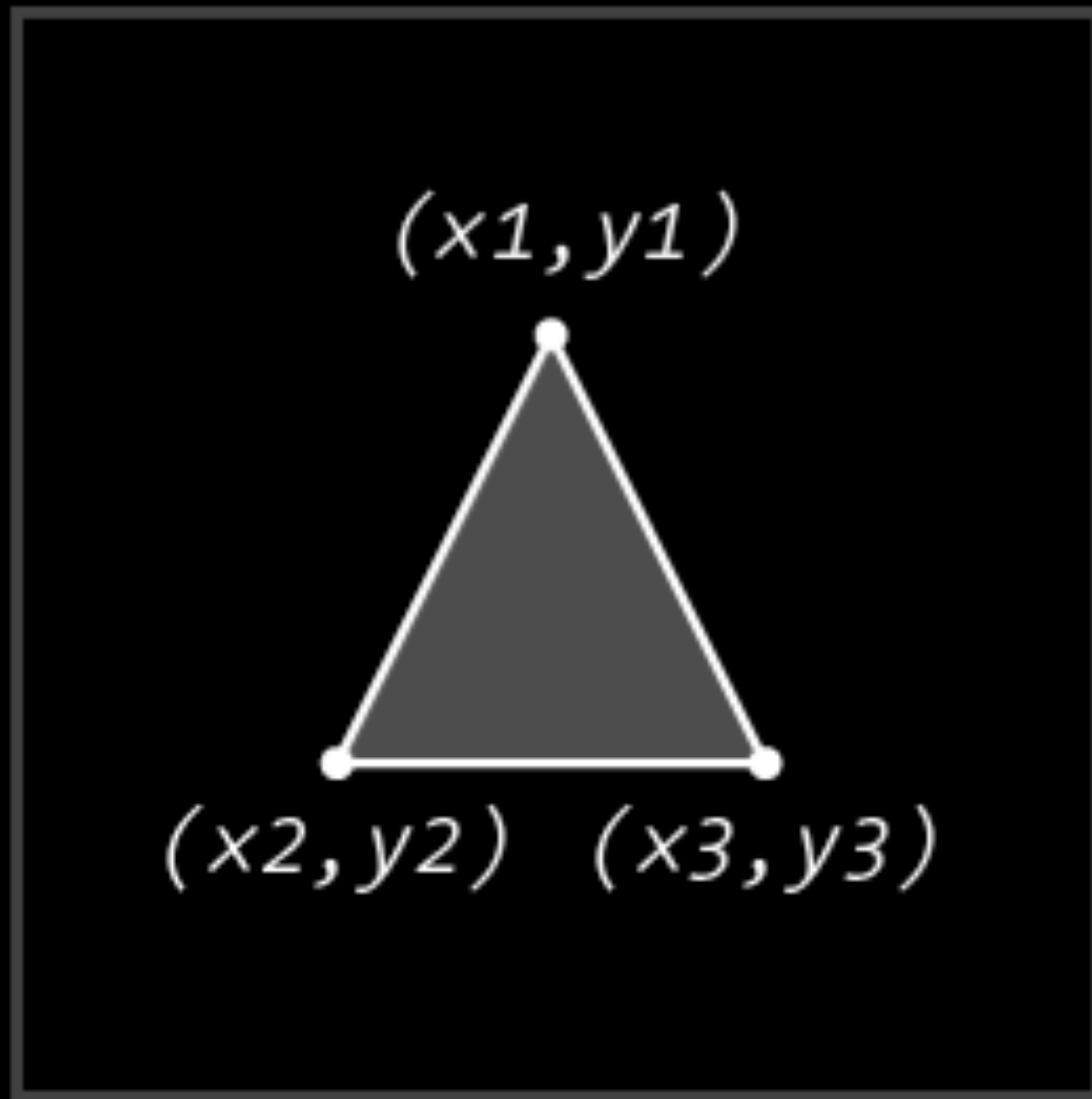


height

width

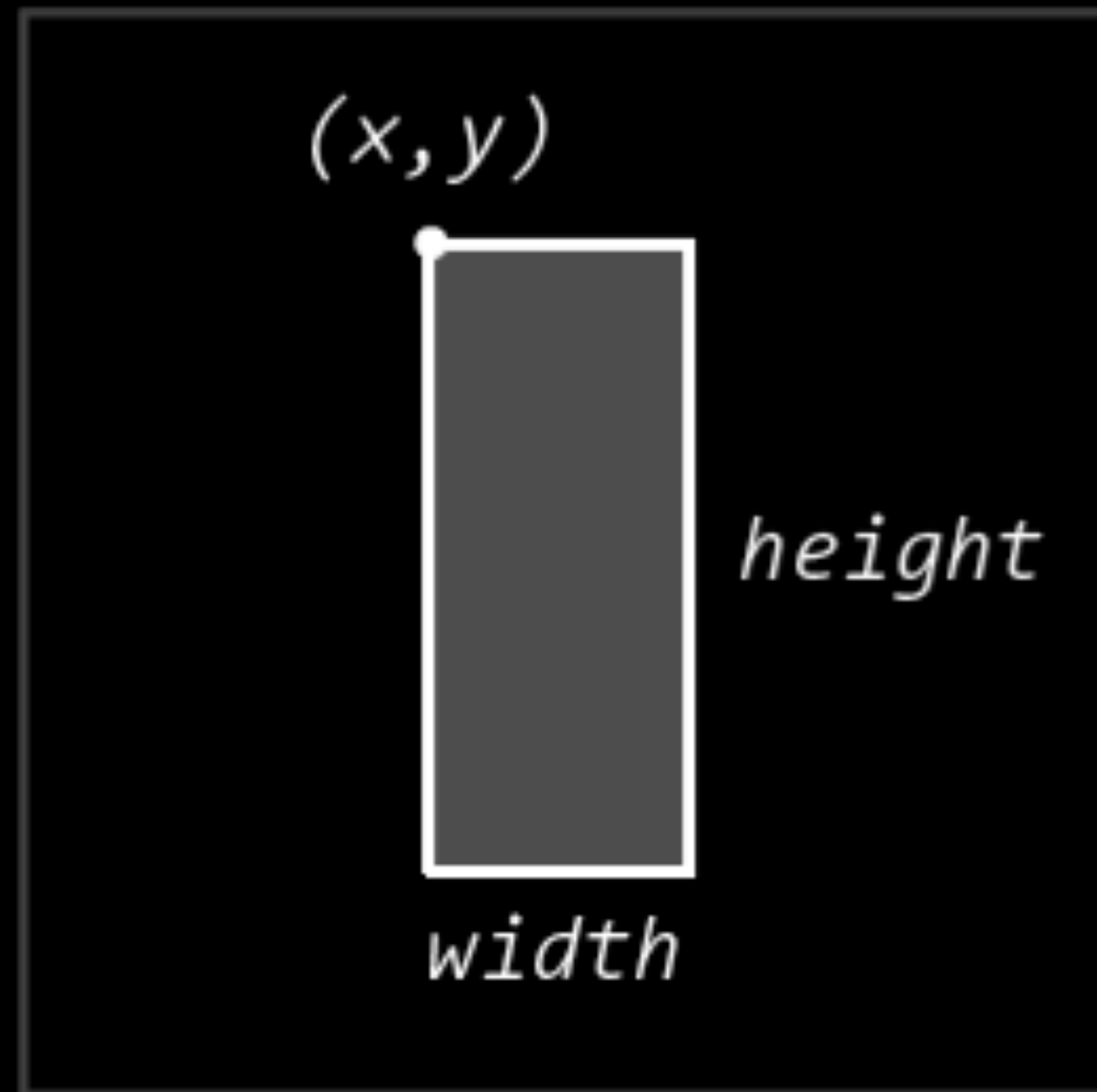
rect(x, y, width, height)

triangle();



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

rect();



rect(x, y, width, height)