Swinburne University of Technology

Introduction to Programming Sem 2 2016

Doubtfire Submission

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Submitted By:
Abid **Arif**
4905369
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Tutor:
Matthew **Mitchell**

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```pascal
1   program PictureDrawing;
2   uses SwinGame, sgTypes;
3
4   begin
5       OpenGraphicsWindow('House Drawing', 800, 600);
6
7       ClearScreen(ColorWhite);
8       FillRectangle(ColorBlack, 375, 200, 175, 100);
9       FillRectangle(ColorRed, 200, 300, 500, 175);
10      FillCircle(ColorBlack, 600, 500, 50);
11      FillCircle(ColorBlack, 300, 500, 50);
12      RefreshScreen(60);
13      Delay(5000);
14  end.
```