0 **uses** GraphABC;

**begin**

SetPenColor(clblue);

MoveTo (100, 200);

LineTo (200, 200);

LineTo (200, 300);

LineTo (100, 300);

LineTo (100, 200);

SetPenColor(clblue);

MoveTo (300, 200);

LineTo (400, 200);

LineTo (370, 300);

LineTo (300, 200);

**end**.

**1 uses** GraphABC;

**begin**

Circle(50,200,50);

FloodFill(50,200,clred);

moveTo(100,200);

lineTo(500,200);

lineto(300,100);

lineto(100,200);

floodfill(300,150,clblue);

moveTo(100,200);

lineTo(500,200);

lineto(300,300);

lineto(100,200);

floodfill(300,250,clgreen);

Circle(550,200,50);

FloodFill(550,200,clyellow);

**end**.

2 **uses** GraphABC;

**begin**

moveTo(250,400);

lineTo(350,400);

lineto(300,100);

lineto(250,400);

floodfill(300,150,clred);

Circle(300,100,20);

FloodFill(300,100,clred);

moveTo(300,400);

lineTo(400,400);

lineto(450,130);

lineto(343,357);

floodfill(400,390,clgreen);

Circle(450,130,20);

FloodFill(450,130,clgreen);

moveTo(300,400);

lineTo(200,400);

lineto(150,130);

lineto(257,357);

floodfill(200,390,clblue);

Circle(150,130,20);

FloodFill(150,130,clblue);

**end**.

3 **uses** GraphABC;

**var** i:integer;

**begin**

Circle(50,100,10);

FloodFill(50,100,rgb(random(256), random(256), random(256)));

**for** i:=1 **to** 8 **do begin**

Circle(50+(30\*i),100,10);

FloodFill(50+(30\*i),100,rgb(random(256), random(256), random(256)));

**end**;

**end**.

4 **uses** GraphABC;

**Begin**

SetPenWidth(1);

Arc(300,250,100,0,360);

SetPenWidth(1);

Arc(300,250,110,0,360);

SetPenWidth(1);

Arc(300,250,120,0,360);

SetPenWidth(1);

Arc(300,250,130,0,360);

SetPenWidth(1);

Arc(300,250,140,0,360);

SetPenWidth(1);

Arc(300,250,150,0,360);

SetPenWidth(1);

Arc(300,250,90,0,360);

SetPenWidth(1);

Arc(300,250,80,0,360);

SetPenWidth(1);

Arc(300,250,70,0,360);

SetPenWidth(1);

Arc(300,250,60,0,360);

SetPenWidth(1);

Arc(300,250,50,0,360);

SetPenWidth(1);

Arc(300,250,40,0,360);

**end**.

5 **uses** GraphABC;

**Begin**

Circle(50,50,10);

FloodFill(50,50,rgb(random(256), random(256), random(256)));

Circle(100,100,20);

FloodFill(100,100,rgb(random(256), random(256), random(256)));

Circle(150,150,30);

FloodFill(150,150,rgb(random(256), random(256), random(256)));

Circle(200,200,40);

FloodFill(200,200,rgb(random(256), random(256), random(256)));

Circle(250,250,50);

FloodFill(250,250,rgb(random(256), random(256), random(256)));

Circle(300,300,60);

FloodFill(300,300,rgb(random(256), random(256), random(256)));

Circle(350,350,70);

FloodFill(350,350,rgb(random(256), random(256), random(256)));

Circle(400,400,80);

FloodFill(400,400,rgb(random(256), random(256), random(256)));

**end**.

6 **uses** graphABC;

**var** i, x1, x2, y1, y2, N, hx, hy,z,i1: integer;

h, x, y: real;

**begin**

**begin**

x1 := 100; y1 := 100;

x2 := 300; y2 := 300;

N := 7;

Rectangle (x1, y1, x2, y2);

h := (x2 - x1) / (N + 1);

x := x1 + h;

**for** i:=1 **to** N **do begin**

Line(round(x), y1, round(x), y2);

x := x + h;

**end**;

**end**;

**begin**

N := 7;

h := (y2 - y1) / (N + 1);

y := y1 + h;

**for** i:=1 **to** N **do begin**

Line(x1, round(y), x2, round(y));

y := y + h;

**end**;

**end**;

hx:=102;

hy:=102;

**for** i1:= 0 **to** 3 **do begin**

FloodFill(hx,hy,clblack);

**for** i:= 1 **to** 3 **do begin**

hy:=hy+2\*round(h);

FloodFill(hx,hy,clblack);

**end**;

hx:=hx+2\*round(h);

hy:=102;

**end**;

hx:=102+round(h);

hy:=102+round(h);

**for** i1:= 0 **to** 3 **do begin**

FloodFill(hx,hy,clblack);

**for** i:= 1 **to** 3 **do begin**

hy:=hy+2\*round(h);

FloodFill(hx,hy,clblack);

**end**;

hx:=hx+2\*round(h);

hy:=102+round(h);

**end**;

**end**.

7 **uses** GraphABC;

**var** x,y:integer;

**begin**

x:=40;

y:=400;

**repeat**

SetPenColor(clWhite);

Rectangle (x, y, x+10, y+10);

SetPenColor(clBlack);

Rectangle (x, y, x+10, y+10);

x:=x+1;

**if** (x **mod** 2)=0 **then**

y:=y-3;

**until** x>300;

**repeat**

SetPenColor(clWhite);

Rectangle (x, y, x+10, y+10);

SetPenColor(clBlack);

Rectangle (x, y, x+10, y+10);

x:=x+1;

**if** (x **mod** 2)=0 **then**

y:=y+3;

**until** x>560;

**end**.