Swinburne University of Technology

Introduction to Programming Sem 2 2016

Doubtfire Submission

Pass Task 1.2 - Picture Drawing

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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.
```