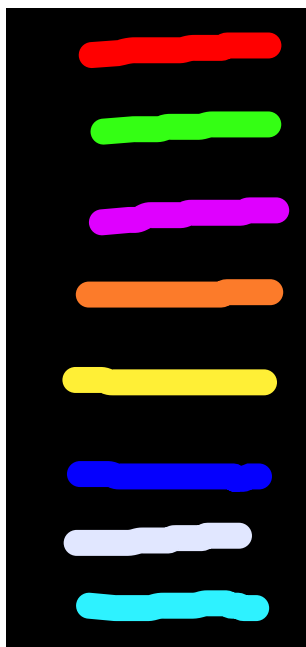
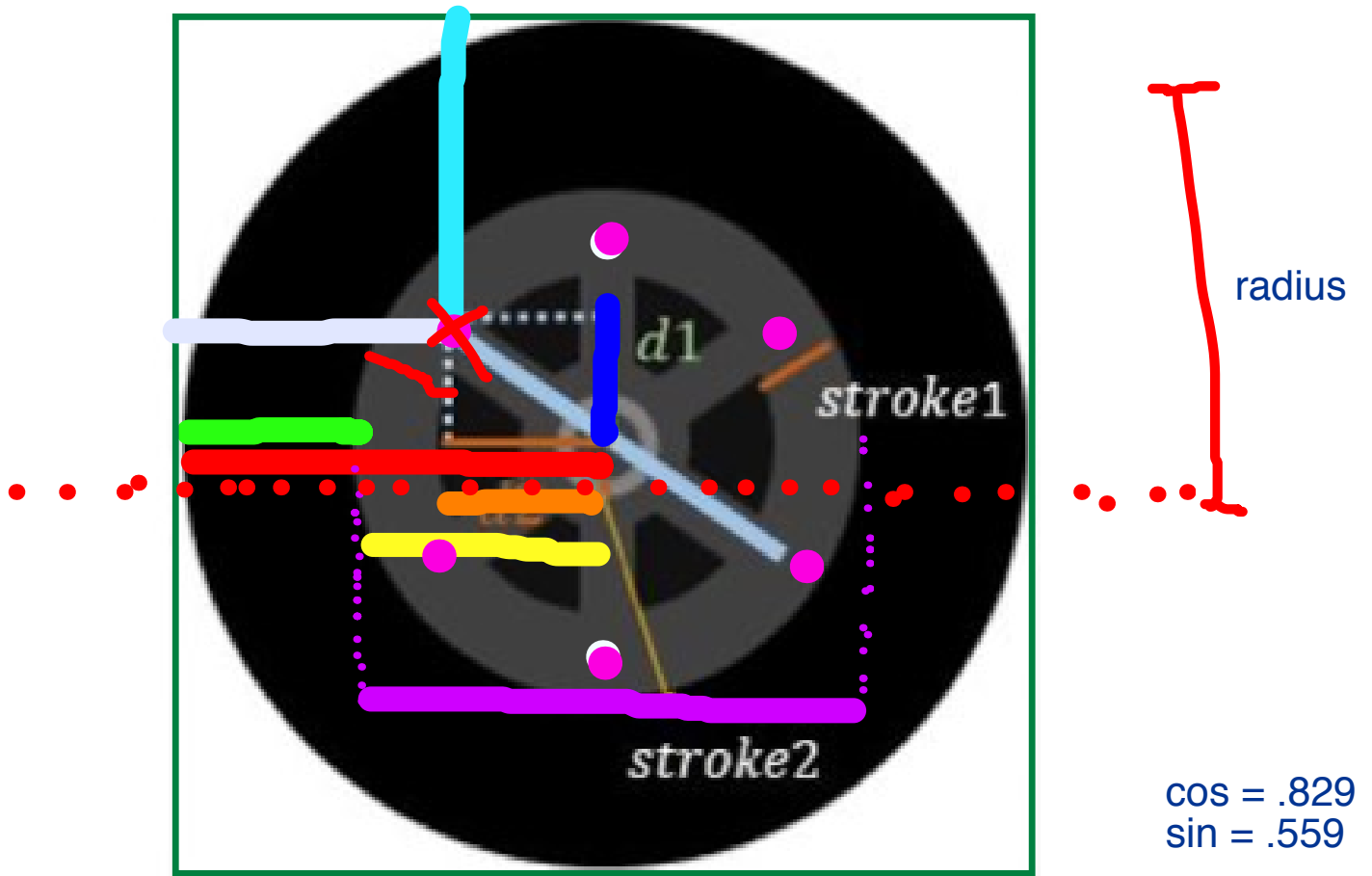


PAINTING A WHEEL



radius = DIAMETER / 2
 delta = DIAMETER / 5
 diameter1 = 2 * DIAMETER / 5
 d2 = diameter1 * cos / 2
 rim_radius = radius - delta
 d1 = diameter1 * sin / 2
 dx1 = radius - d2
 dy1 = radius - d1