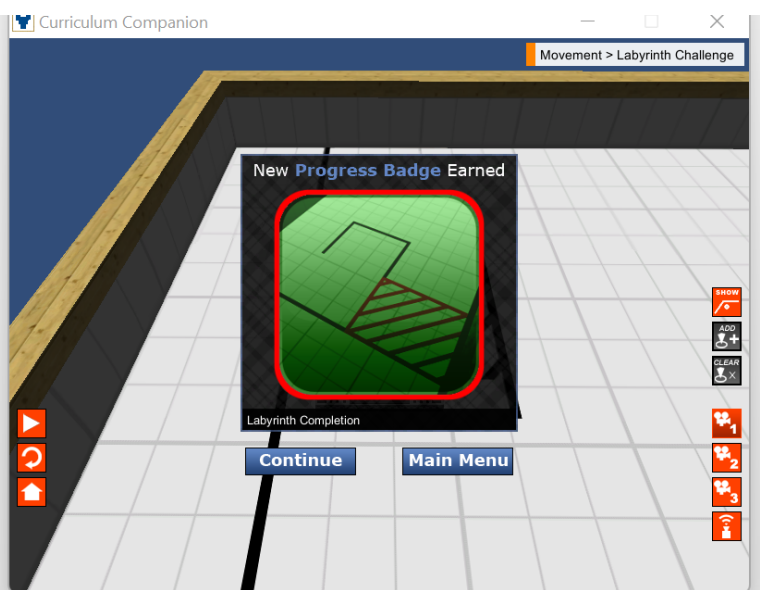


```
1 forward ( 5 , rotations ▾ , 50 );  
2 turnLeft ( 1 , rotations ▾ , 50 );  
3 forward ( 4.7 , rotations ▾ , 50 );  
4 turnRight ( 1 , rotations ▾ , 50 );  
5 forward ( 2.7 , rotations ▾ , 50 );  
6 turnRight ( 1 , rotations ▾ , 50 );  
7 forward ( 2.7 , rotations ▾ , 50 );  
8
```



```

1 forward ( 6.75 , rotations ▾ , 50 );
2 turnLeft ( 1 , rotations ▾ , 50 );
3 forward ( 2.7 , rotations ▾ , 50 );
4 turnLeft ( 1.05 , rotations ▾ , 50 );
5 forward ( 6.75 , rotations ▾ , 50 );
6 turnRight ( 1.05 , rotations ▾ , 50 );
7 forward ( 2.7 , rotations ▾ , 50 );
8 turnRight ( 1 , rotations ▾ , 50 );
9 forward ( 9.3 , rotations ▾ , 50 );
10 turnRight ( 0.95 , rotations ▾ , 50 );
11 forward ( 5.15 , rotations ▾ , 50 );
12 turnLeft ( 1 , rotations ▾ , 50 );
13 forward ( 2.7 , rotations ▾ , 50 );
14 turnLeft ( 1 , rotations ▾ , 50 );
15 forward ( 5 , rotations ▾ , 50 );

```

