(\*& ====================================================  
 @source bricklayerLite version 1.2  
 @author your name  
 @class class-id  
 @exercise exercise-id  
 @year 2016  
 ====================================================  
 &\*)

open Level\_3;

fun KIMJUNGUN (x,z) =  
 (  
 put2D (32,16) INDIGO (x+0,z+0);  
 put2D (32,12) WHITE (x+0,z+2);  
 put2D (32,10) RED (x+0,z+3);  
 circleXZ 3 WHITE (x+7,z+7);  
 put2D (1,1) RED (x+7,z+9);  
 put2D (5,1) RED (x+5,z+8);  
 put2D (3,1) RED (x+6,z+7);  
 put2D (2,1) RED (x+5,z+6);  
 put2D (2,1) RED (x+8,z+6)   
 );

fun GLORY (x,z) =  
 (  
 KIMJUNGUN(32+32+32,0);  
 KIMJUNGUN(32+32+32,16);  
 KIMJUNGUN(32+32+32,32);  
 KIMJUNGUN(32+32+32,48);  
 KIMJUNGUN(32+32+32,64);  
 KIMJUNGUN(32+32+32,80);  
 KIMJUNGUN(32+32+32,96);  
 KIMJUNGUN(32+32+32,112);  
 KIMJUNGUN(32+32,0);  
 KIMJUNGUN(32+32,16);  
 KIMJUNGUN(32+32,32);  
 KIMJUNGUN(32+32,48);  
 KIMJUNGUN(32+32,64);  
 KIMJUNGUN(32+32,80);  
 KIMJUNGUN(32+32,96);  
 KIMJUNGUN(32+32,112);  
 KIMJUNGUN(0,0);  
 KIMJUNGUN(0,16);  
 KIMJUNGUN(0,32);  
 KIMJUNGUN(0,48);  
 KIMJUNGUN(0,64);  
 KIMJUNGUN(0,80);  
 KIMJUNGUN(0,96);  
 KIMJUNGUN(0,112)   
 );

build2D (128,128);

KIMJUNGUN(0,0);  
KIMJUNGUN(0,16);  
KIMJUNGUN(0,32);  
KIMJUNGUN(0,48);  
KIMJUNGUN(0,64);  
KIMJUNGUN(0,80);  
KIMJUNGUN(0,96);  
KIMJUNGUN(0,112);  
KIMJUNGUN(32,0);  
KIMJUNGUN(32,16);  
KIMJUNGUN(32,32);  
KIMJUNGUN(32,48);  
KIMJUNGUN(32,64);  
KIMJUNGUN(32,80);  
KIMJUNGUN(32,96);  
KIMJUNGUN(32,112);  
GLORY(0,0);

show2D "thing";