(\*& ====================================================

@source bricklayerLite version 1.2

@author your name

@class class-id

@exercise exercise-id

@year 2016

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&\*)

open Level\_3;

fun texas (x,z) =

(

put2D (32,16) INDIGO (x,z);

put2D (22,8) WHITE (x+10,z+8);

put2D (22,8) RED (x+10,z)

put2D (3,3) WHITE (x+3,z+7)

put2D (1,1) INDIGO (x+3,z+7)

put2D (1,1) INDIGO (x+5,z+7)

put2D (1,1) INDIGO (x+5,z+9)

put2D (1,1) INDIGO (x+3,z+9)

);

fun USA (x,z) =

(

put2D (32,16) WHITE (x,z);

put2D (12,8) INDIGO (x,z+8)

put2D (20,1) RED (x+12,z+15)

put2D (20,1) RED (x+12,z+13)

put2D (20,1) RED (x+12,z+11)

put2D (20,1) RED (x+12,z+9)

put2D (32,1) RED (x+0,z+7)

put2D (32,1) RED (x+0,z+5)

put2D (32,1) RED (x+0,z+3)

put2D (32,1) RED (x+0,z+1)

);

build2D (128,128);

texas(0,0);

USA(0,16);

texas(0,32);

USA(0,48);

texas(0,64);

USA(0,80);

texas(0,96);

USA(0,112);

USA(32,0);

texas(32,16);

USA(32,32);

texas(32,48);

USA(32,64);

texas(32,80);

USA(32,96);

texas(32,112);

texas(64,0);

USA(64,16);

texas(64,32);

USA(64,48);

texas(64,64);

USA(64,80);

texas(64,96);

USA(64,112);

USA(96,0);

texas(96,16);

USA(96,32);

texas(96,48);

USA(96,64);

texas(96,80);

USA(96,96);

USA(96,112);

show2D "thing";