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

open Level\_3;

fun yamile () =  
 (  
  circleXZ 50 RED (32,32)  
 );

build2D (64,64);

yamile(0,0);  
put2D (1,10) BLACK (2,50);  
put2D (8,1) BLACK (3,50);  
put2D (1,10) BLACK (11,50);  
put2D (1,10) BLACK (11,40);  
put2D (9,1) BLACK (2,40);  
put2D (1,2) BLACK (2,41);  
put2D (1,2) BLACK (2,41);  
put2D (1,17) INDIGO (13,40);  
put2D (3,1) INDIGO (13,57);  
put2D (1,3) INDIGO (15,57);  
put2D (4,1) INDIGO (16,59);  
put2D (4,1) INDIGO (16,59);  
put2D (1,3) INDIGO (19,57);  
put2D (3,1) INDIGO (19,57);  
put2D (1,17) INDIGO (21,40);  
put2D (7,1) INDIGO (14,49);  
put2D (1,20) BLACK (23,40);  
put2D (3,1) BLACK (24,59);  
put2D (1,6) BLACK (26,54);  
put2D (3,1) BLACK (26,54);  
put2D (1,6) BLACK (29,54);  
put2D (3,1) BLACK (29,59);  
put2D (1,20) BLACK (32,40);  
put2D (9,1) INDIGO (34,40);  
put2D (1,19) INDIGO (38,40);  
put2D (9,1) INDIGO (34,59);  
put2D (1,20) BLACK (44,40);  
put2D (8,1) BLACK (45,40);  
put2D (6,1) INDIGO (56,59);  
put2D (1,19) INDIGO (55,41);  
put2D (7,1) INDIGO (55,40);  
put2D (6,1) INDIGO (56,49);  
put2D (7,1) YELLOW (2,4);  
put2D (1,20) YELLOW (2,4);  
put2D (7,1) YELLOW (2,23);  
put2D (7,1) YELLOW (11,23);

show2D "thing";