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

@source bricklayerLite version 1.2

@author your name

@class class-id

@exercise exercise-id

@year 2016

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&\*)

open Level\_3;

fun myFunction (x,z) =

(

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

circleXZ 4 RED (x+14,z+7)

);

build2D (128,128);

myFunction(0,0);

myFunction(32,0);

myFunction(64,0);

myFunction(96,0);

myFunction(0,16);

myFunction(32,16);

myFunction(64,16);

myFunction(96,16);

myFunction(0,32);

myFunction(32,32);

myFunction(64,32);

myFunction(96,32);

myFunction(0,48);

myFunction(32,48);

myFunction(64,48);

myFunction(96,48);

myFunction(0,64);

myFunction(32,64);

myFunction(64,64);

myFunction(96,64);

myFunction(0,80);

myFunction(32,80);

myFunction(64,80);

myFunction(96,80);

myFunction(0,96);

myFunction(32,96);

myFunction(64,96);

myFunction(96,96);

myFunction(0,112);

myFunction(32,112);

myFunction(64,112);

myFunction(96,112);

show2D "thing";