### In Rotating shapes – 1.19:

* Store is made up of store(1).record\_1, store(1).record\_2, store(1).record\_i; and then store(2).record\_i; and so on
  + Store(i) is for one shape and record\_i is for the different rotations of the shape and record\_5 to record\_8 is the 4 rotations but on the flipped side.
* I think: all\_orientations is just made up of: all\_orientations(1).record\_1, all\_orientations(1).record\_2, all\_orientations(1).record\_i, etc
  + I think: All\_orientations is the 8 ways of making each of the 9 shapes minus when the same shape duplicates it’s own orientation.