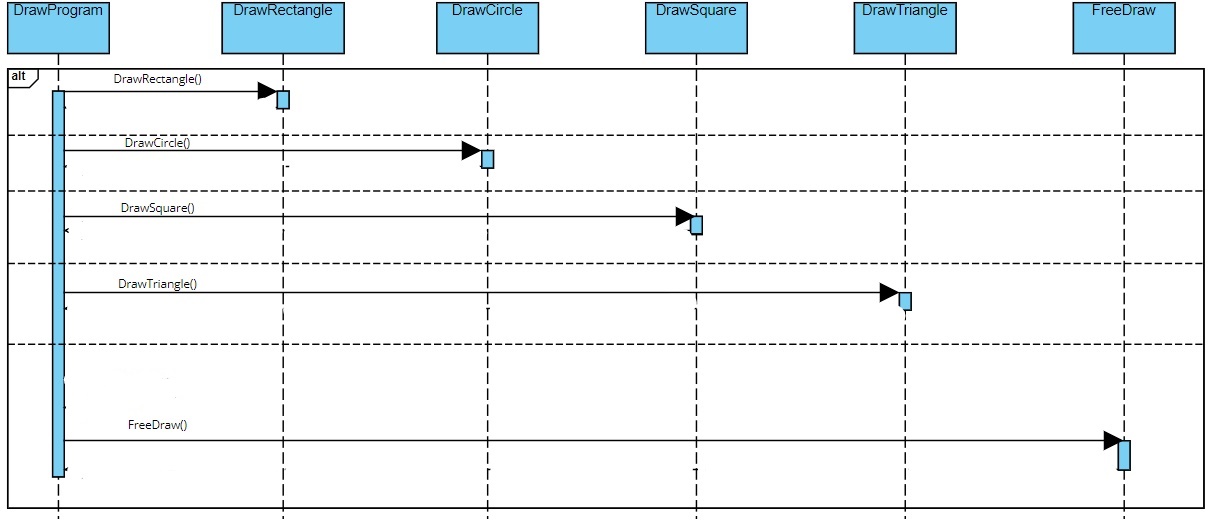
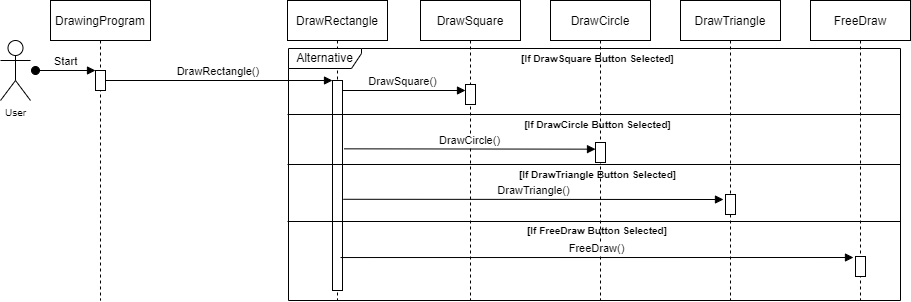
**UML Sequence Diagram**

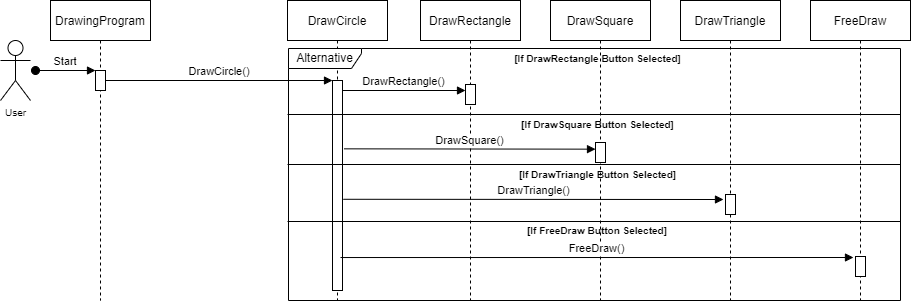
1. **DrawProgram**

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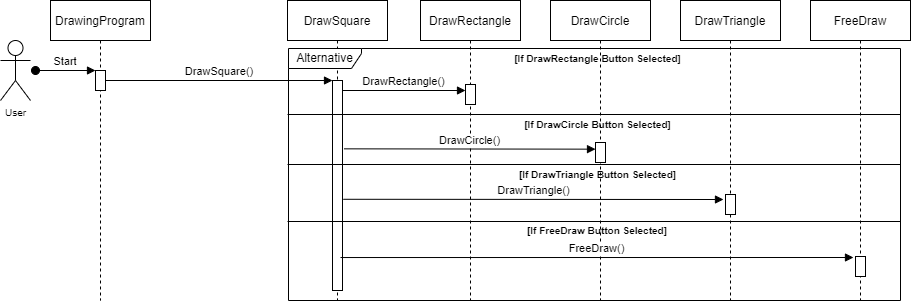
1. **DrawRectangle**



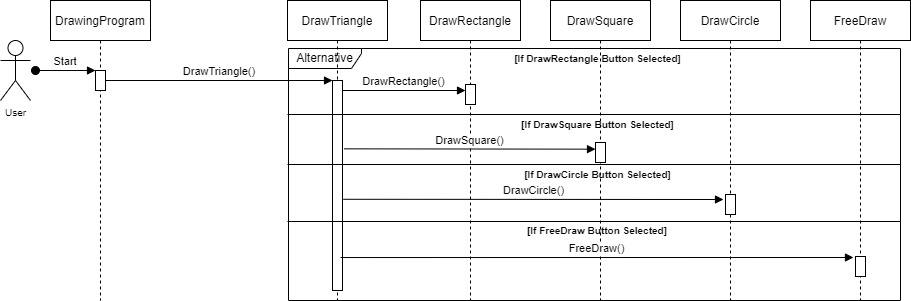
1. **DrawCircle**

****

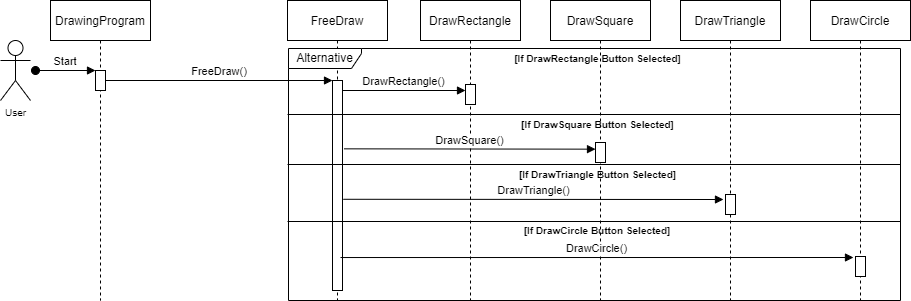
1. **DrawSquare**

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1. **DrawTriangle**

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1. **FreeDraw**

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