

0	1	2	3			
0	0	0	0	0	0	0
0	0	0	0	1	1	0
0	0	0	0	1	1	0
0	0	0	0	0	0	0

```
struct box {  
    max_x  
    max_y  
    min_x  
    min_y  
}
```

boxes_list []

for boxes in boxes_list:

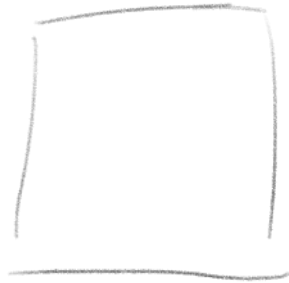
```
&& y, x { if (inrange(x, y, box) {  
    ! > boundary { if (x > max_x) {  
                    replace x  
                    if (y < min_y) {  
                        replace y
```

number-boxes = 0;

0	1	1
0	0	1

draw boxes!

	0	1	1
0	0	1	1
1	0	0	
2	1	0	
	1	1	
x	1 - 0 = 1		✓
y	2 - 0 = 2		



0 1 0

in_range(x, y)