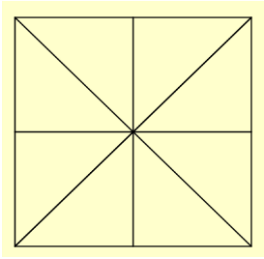
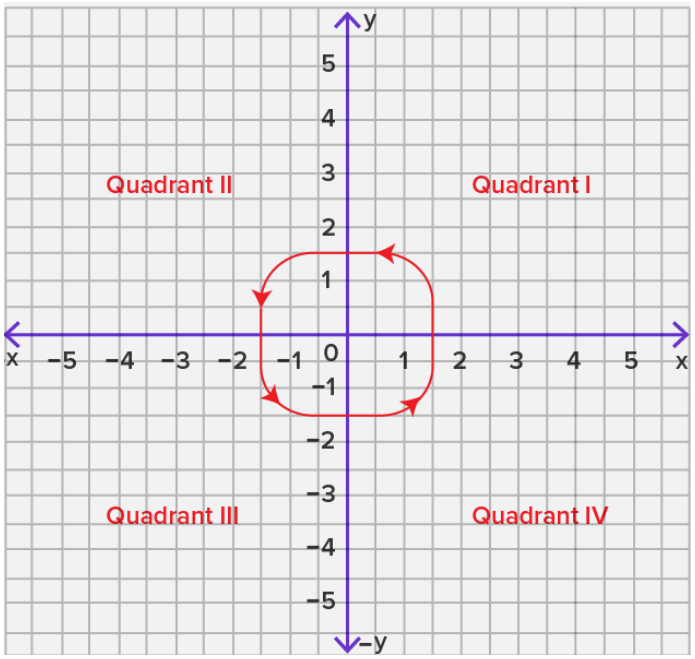
<table>
<tr>
<td>Task I
 
Picture 1</td>
<td>Make a sketch:
- the window dimension for sketch is 400x400, use background for the window – choose the color of it.
- use function setup() and draw()
- Draw a rectangle and the line inside like in a Picture 1 - modify the position of x and y coordinates (first two coordinates of the rectangle) in a center of the sketch for drawing it. Next to coordinates rx and ry (half of the width and a half of the height) is in your variant (point).

- Declarate x,y float variable and rx, ry int variable.
- Use the key word width and height to determinate the center of the sketch.
The thickness of the line is 2 for rectangle and the line.
Put all this code (Picture1) inside setup() function. Change the color to draw lines and borders around rectangle.

Picture 2. Mathematic coordinate sistem</td>
</tr>
<tr>
<td>Point 1</td>
<td>- Rx=120 ry=195 (is a half of the width and a half of the height)
- Put next code in a function draw()
- The thickness of the line is 3. Change the color for each shape.
a) Draw an arc inside the rectangle - angle to start the arc is in the middle of quadrant I
- angle to end the chord is in the middle of quadrant II</td>
</tr>
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	(see the Picture 2) a) Draw a chord inside the rectangle. - angle to start the chord is **in the begining of quadrant III** - angle to end the chord **is the end of quadrant IV** c) Draw a Pie inside the rectangle. - angle to start the pie is the **in the begining of quadrant II** - angle to end the pie **is the end of quadrant III** Change the RX for 6 points in pie function (rx-6; ry-6) -
Point 2	- rx=180 ry=150 (is a half of the width and a half of the height) - Put next code in a function draw() - The thickness of the line is 4. Change the color for each shape. b) Draw an arc inside the rectangle in **quadrant I** (see the Picture 2) c) Draw a chord inside the rectangle. - angle to start the chord is **in middle of quadrant II** - angle to end the chord is **the end of quadrant III** c) Draw a Pie inside the rectangle. - angle to start the pie is the **end of quadrant IV** - angle to end the pie **is the middle of quadrant II** Change the RX for 5 points in pie function (rx-5; ry-5) -
Point 3	- rx=190 ry=145 (is a half of the width and a half of the height) - Put next code in a function draw() - The thickness of the line is 4. Change the color for each shape. a) Draw an arc inside the rectangle in **quadrant III** (see the Picture 2) b) Draw a chord inside the rectangle. - angle to start the chord is **in quadrant IV** - angle to end the chord is in **the middle of quadrant I** c) Draw a Pie inside the rectangle. - angle to start the pie **at the beginning of quadrant II** - angle to end the pie is **the middle of quadrant IV** Change the RX for 7 points in pie function (rx-12; ry-12)
Point 4	- rx=150 ry=185 (is a half of the width and a half of the height) - Put next code in a function draw() - The thickness of the line is 3. Change the color for each shape.

	a) Draw an arc inside the rectangle in **quadrant IV** (see the Picture 2) b) Draw a chord inside the rectangle. - angle to start the chord is **in middle of quadrant I** - angle to end the chord is **the end of quadrant II** c) Draw a Pie inside the rectangle. - angle to start the pie **at the beginning of quadrant III** - angle to end the pie is **the middle of quadrant IV** Change the RX for 7 points in pie function (rx-7; ry-7)
Point 5	- rx=160 ry=190 (is a half of the width and a half of the height) - Put next code in a function draw() - The thickness of the line is 3. Change the color for each shape. a) Draw an arc inside the rectangle in **quadrant II** (see the Picture 2) b) Draw a chord inside the rectangle. - angle to start the chord is **in the middle of quadrant IV** - angle to end the chord **is the start of quadrant III** c) Draw a Pie inside the rectangle. - angle to start the pie is the **start of quadrant I** - angle to end the pie **is the middle of quadrant III** Change the RX for 10 points in pie function (rx-10; ry-10)