

Draw the corresponding picture for the loops below. Use the bottom of the sheet as well as the back. You can assume that all shapes are noFill() and the point (0,0) is in the top left corner.

- 1) 

```
for(int x = 0; x <= 400; x+=80)
    rect(x,0,80,80);
```
- 2) 

```
for(int val = 25; val < 100; val += 25)
    rect(100-val,val,25,25);
```
- 3) 

```
for(int siz = 10; siz < 100; siz += 30)
    ellipse(200,200,siz,siz);
```
- 4) 

```
for(int s = 100; s < 550; s +=100)
    triangle(50, 50, 50 + s, 50, 325, 150);
```
- 5) 

```
for(int val = 200; val >= 0; val -= 40)
    line(0,val, 200-val, 0);
```
- 6) 

```
for(int i=0; i < 5; i++)
    rect(0,i*80,80,80);
```
- 7) 

```
for(int i=0; i < 4; i++)
    ellipse(i*40, 40, 80,80);
```
- 8) 

```
for(int i=0; i< 6; i++) {
    fill(i*40);
    rect(0,i*40, 20, 20);
}
```
- 9) 

```
for(int i=0; i<5; i++)
    ellipse(i * 20, i * 40, 20,20);
```
- 10) 

```
for(int i = 0; i < 3; i++) {
    if(i % 2 == 0)
        fill(0);
    else
        fill(255);
    rect(i * 30, 0, 30,30);
}
```
- 11) 

```
translate(width/2,height/2);
for(float t = 0; t<2*PI; t+=2*PI/5) {
    pushMatrix();
    rotate(t);
    translate(40,0);
    ellipse(0,0,20,20);
    popMatrix();
}
```