

begin

Location l1 = Location (10,40)

Direction d1 = Direction ("N")

integer h1 = 20 // height

Set a1 = {l1.xValue,l1.yValue,h1,d1} // set of attributes

Set RGB = Set {225,225,225,0.8};

Color c1 = Color (RGB) // color

integer sw1 = 2 //stroke

boolean startArrow = true // is start arrow or end arrow

int arrowSize = 4 // arrow head size

Shape s6 = Line(c1,a1,sw3,startArrow,arrowSize)

end