```
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)

        s6.fillState(RGB)

        draw.s6


end
```