

begin

Location l1 = Location (10,40)

integer w1 = 10

integer h1 = 20 // height

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

Color c1 = Color ( RGB) // color

integer sw1 = 10 // stroke width

boolean r1 = false //rounded

Set a1 = {l1.xValue,l1.yValue,w1,h1}

Shape s3 = Oval(c1, a1, sw2)

draw.s3

end