7)

clear()

rt(90)

const pos = {

x:100,

y: 50,

}

fd(pos.x)

penup()

lt(90)

fd(pos.y)

8)

clear()

rt(90)

const square = {

x: 100,

y: 50,

width: 20,

};

penup()

fd(square.x)

lt(90)

fd(square.y)

rt(90)

pendown()

for(let i=0 ;i<4;i++){

fd(square.width)

rt(90)

}

9)

clear()

rt(90)

const rect= {

x: 100,

y: 50,

width: 20,

height: 40,

};

penup()

fd(rect.x)

lt(90)

fd(rect.y)

pendown()

for(let j=0;j<4;j++){

if(j%2===0){

fd(rect.height)

rt(90)

}

else

rt(90)

fd(rect.width)

}

11)

clear()

rt(90)

const circle = {

shape: 'circle',

x: 100,

y: 50,

radius: 30,

};

penup()

fd(circle.x)

lt(90)

fd(circle.y)

pendown()

for(let i=0;i<720;i++)

{

penup()

fd(circle.radius)

pendown()

fd(1)

penup()

bk(31)

pendown()

rt(0.5)

}