Rotate

Preconditions, input and constraints like in level 4.
Additional constraint: no more than 560 rods in one MOVE-command.

You can rotate a body around it's center of gravity by moving the rods on opposite sides in opposite directions.
For example move all rods on the left side upwards and all rods on the right side downwards.

Remember that the body has to be within the bounds of the operation table at all times!

Goal:

- Rotate the body 360°