**Q** Draw the figure-(a) with primitives like rectangles (polygons) and circles. Use different transformations to place the primitives to make the figure-(a). Define your own distances and sizes of the primitives. The coordinate origin is provided (along the right edge of the table). You can assume a “**Fill (object, color)**” function to color the primitives. The chair is blue; the table is brown, the platter on the table is green and the circles in the platter are red and ocher.

