

```
/circle-vectors { % circle-executable-array
  0 7 21 {
    1 index 1 index get
    2 index 2 index 1 add get
    3 index 3 index 3 add get
    4 index 4 index 4 add get
    4 copy moveto lineto stroke
    5 -1 roll 2 sub dup 0 lt { -4 add 5 index length add }if
    5 index 1 index get 6 index 3 -1 roll 1 add get
    2 copy 7 index 7 index moveto lineto stroke
    gsave 2 { red pr 0 360 arc fill } repeat grestore
    pr 0 360 arc fill
  } for
  pop
} def
```