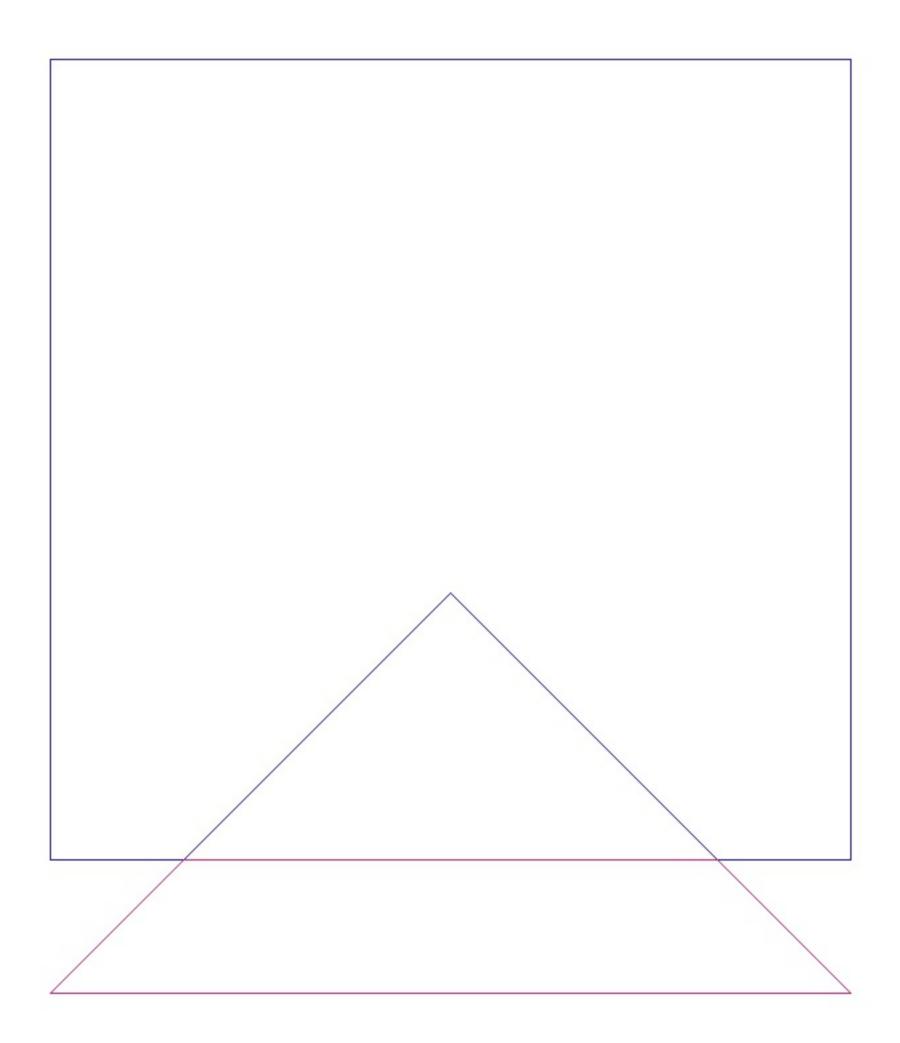
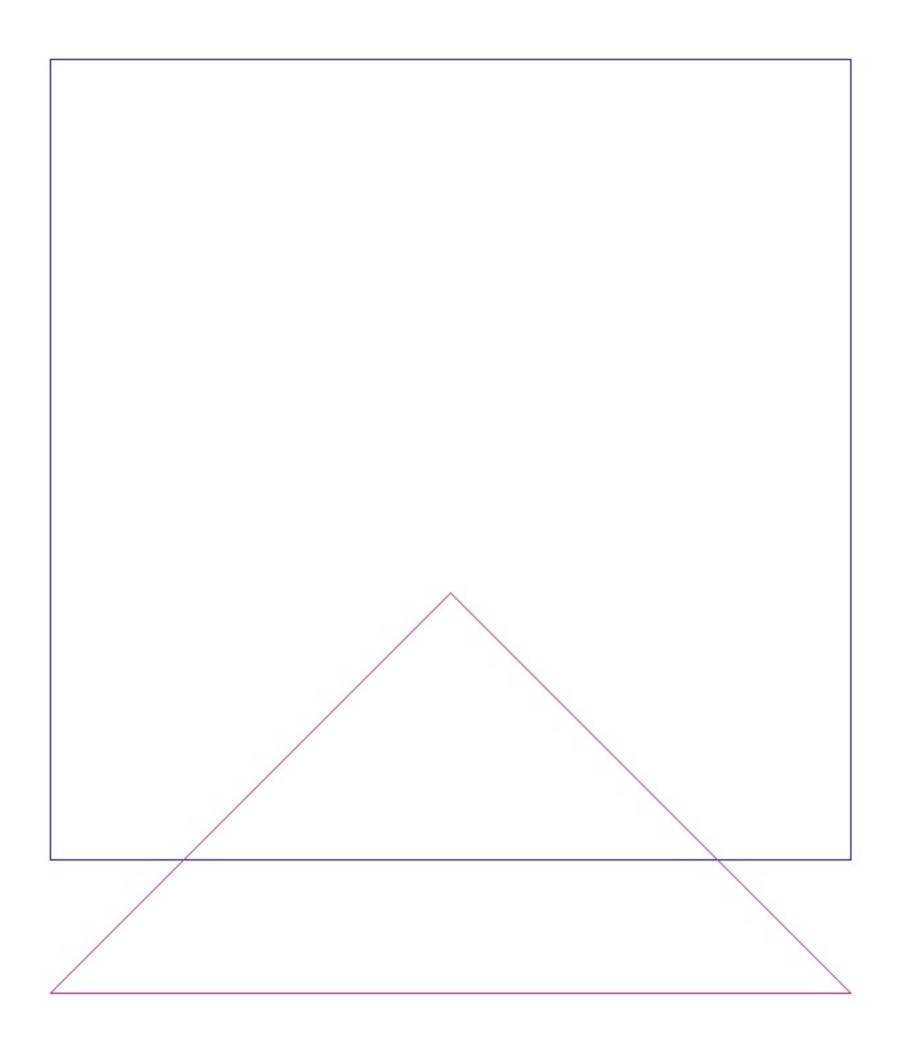


t1 = triangle(s5, s8, s7) scc1 = scc(s1, s2, s3, s4, s11, s10, s9, s6) shape(t1, triangle) shape(scc1, scc) inside\_of(t1, scc1) above(scc1, t1)



scc1 = scc(s1, s2, s3, s4, s7, s8, s6) scc2 = scc(s5, s9, s10, s11) shape(scc1, scc) shape(scc2, scc) overlap(scc1, scc2) above(scc1, scc2) overlap(scc2, scc1)



scc1 = scc(s1, s2, s3, s4, s5, s6) scc2 = scc(s7, s8, s9, s10, s11) shape(scc1, scc) shape(scc2, scc) overlap(scc1, scc2) above(scc1, scc2) overlap(scc2, scc1)