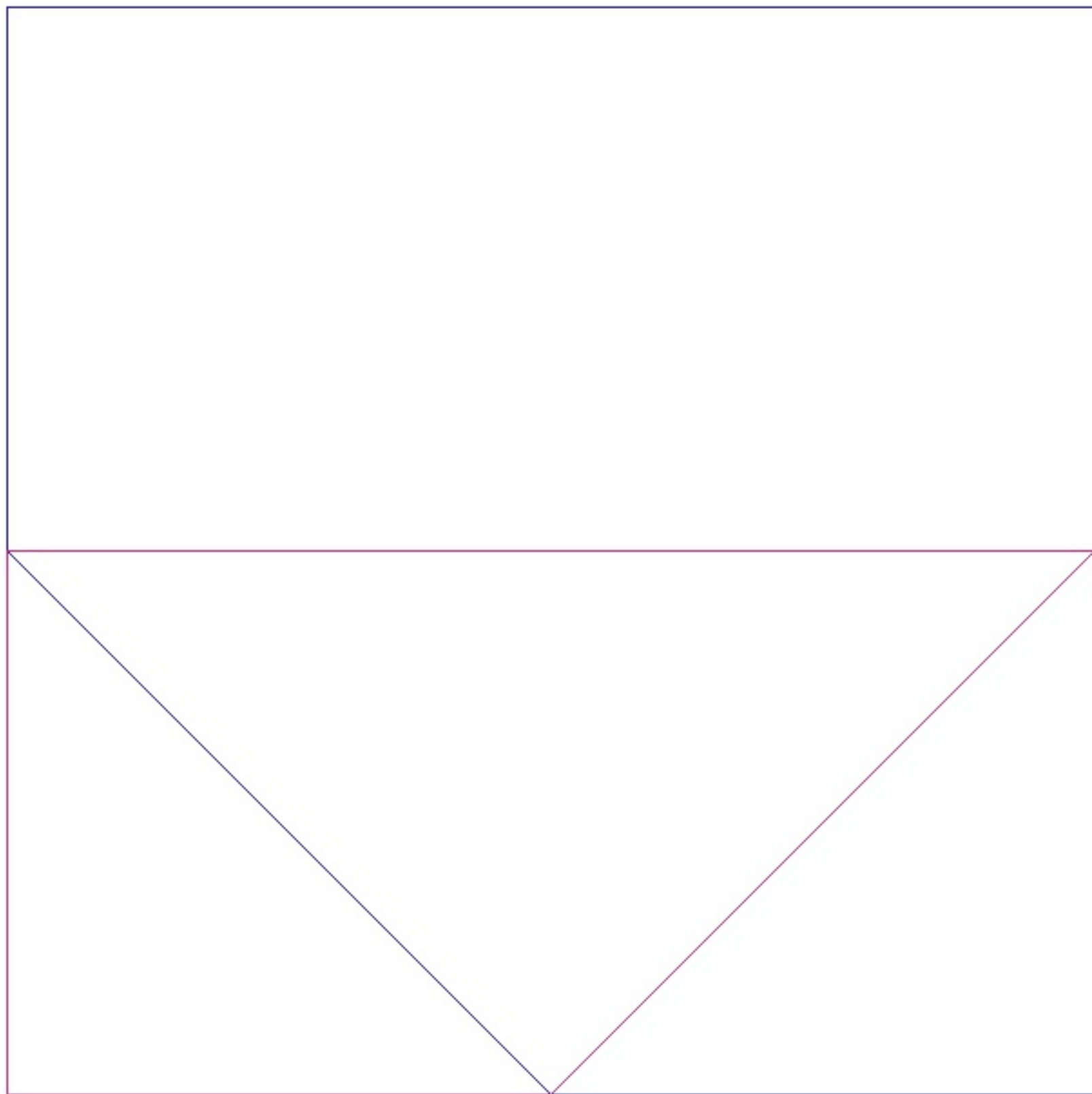
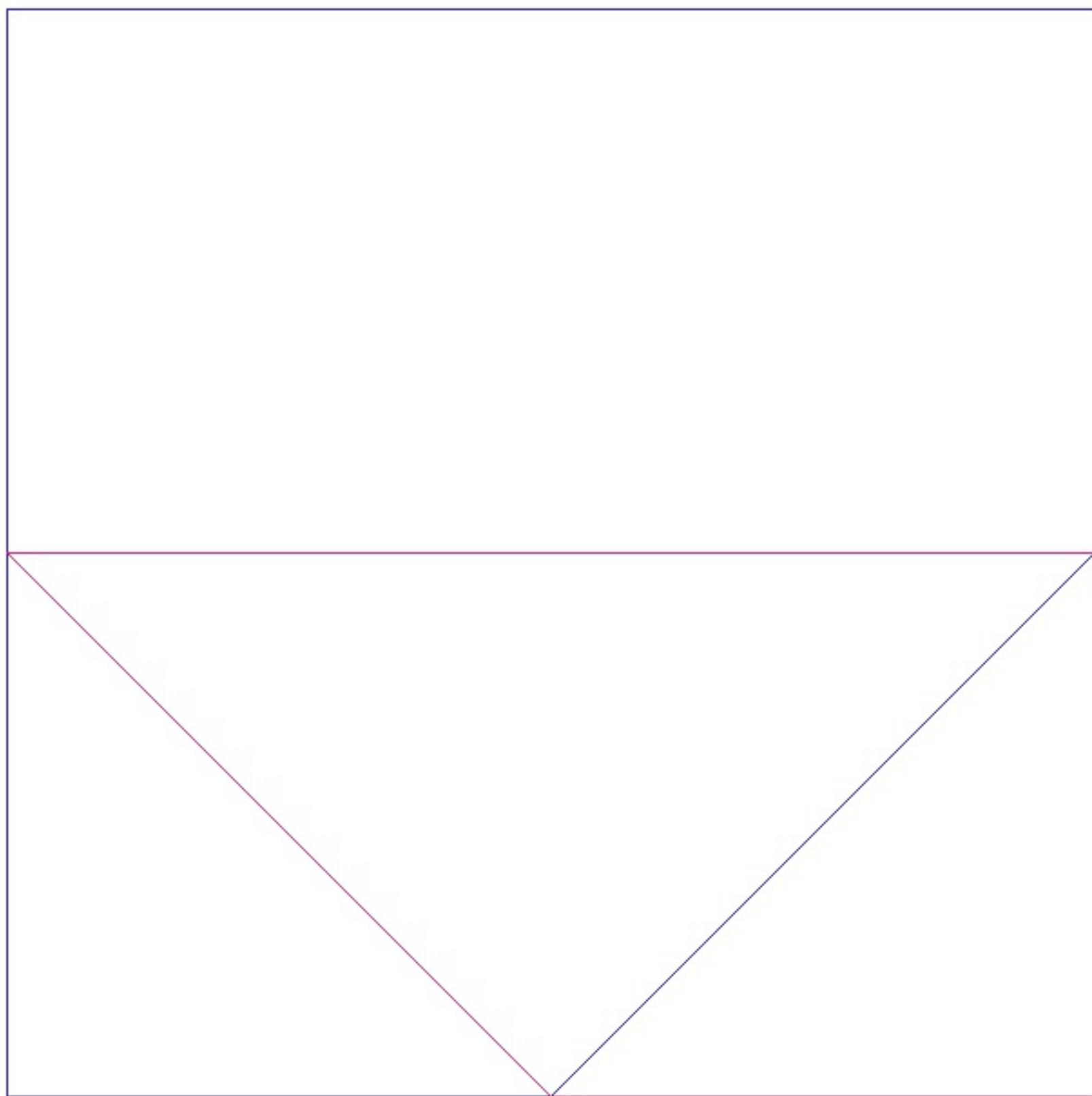


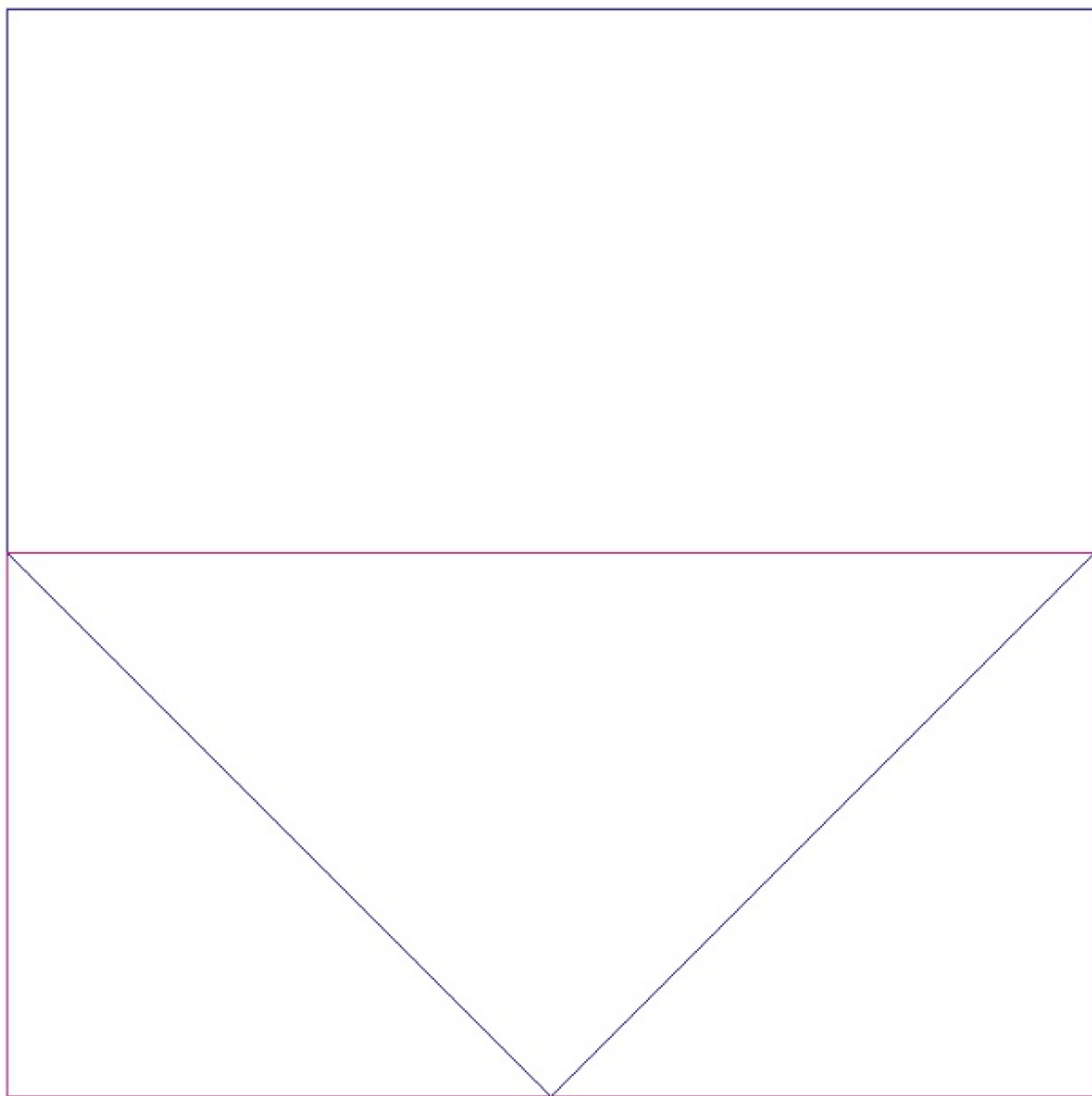
```
t1 = triangle(s8, s9, s10)
scc1 = scc(s1, s2, s3, s4, s5, s6, s7)
shape(t1, triangle)
shape(scc1, scc)
inside_of(t1, scc1)
above(scc1, t1)
```



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

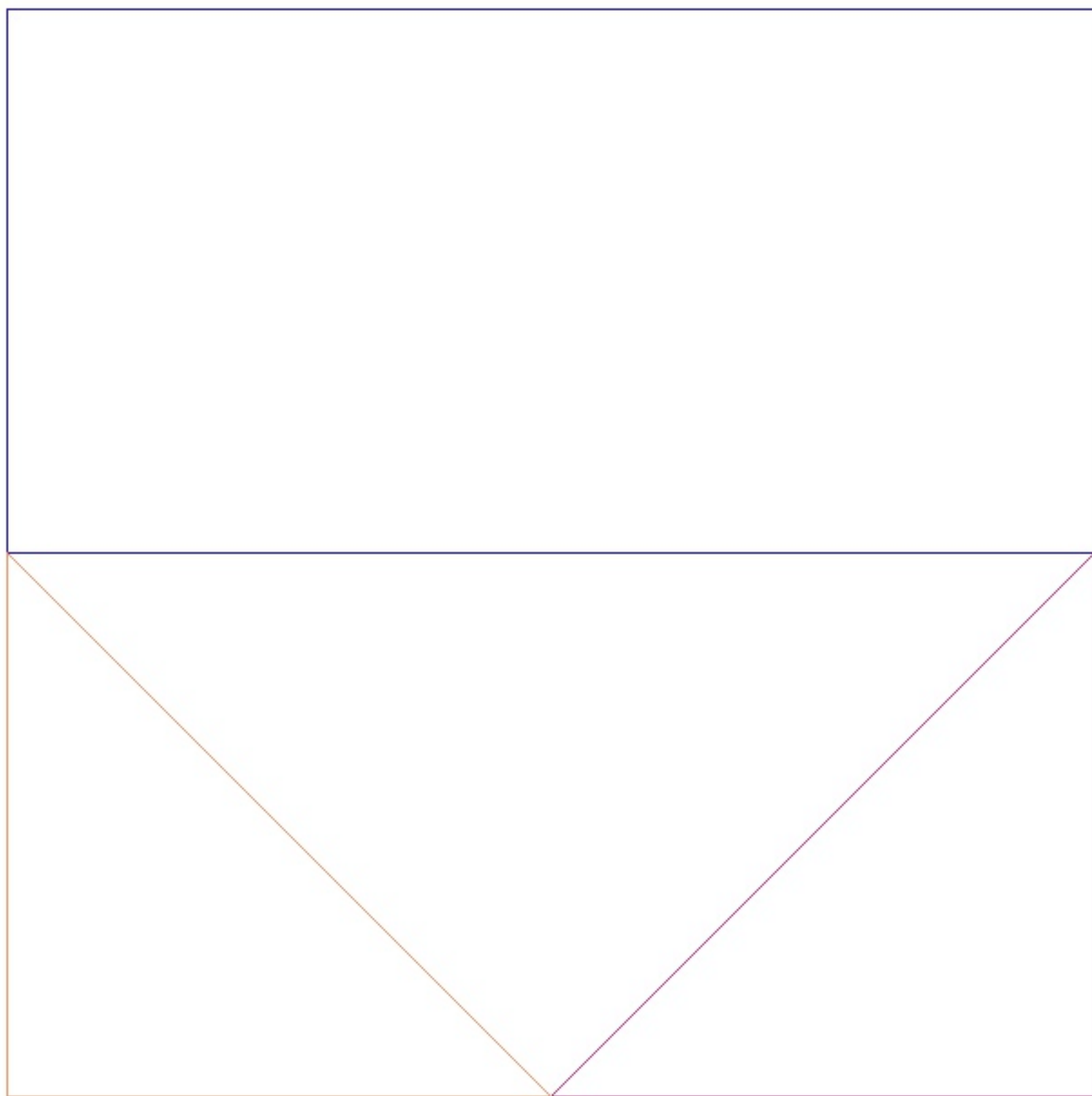


```
scc1 = scc(s1, s2, s10, s5, s6, s7)
scc2 = scc(s3, s4, s9, s8)
shape(scc1, scc)
shape(scc2, scc)
overlap(scc1, scc2)
above(scc1, scc2)
overlap(scc2, scc1)
```



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





```
r1 = rectangle(s1, s2, s8, s7)
t1 = triangle(s3, s4, s10)
t2 = triangle(s5, s6, s9)
shape(r1, rectangle)
shape(t1, triangle)
shape(t2, triangle)
left_of(r1, t1)
above(r1, t1)
overlap(r1, t2)
above(r1, t2)
overlap(t2, r1)
left_of(t2, r1)
left_of(t2, t1)
```