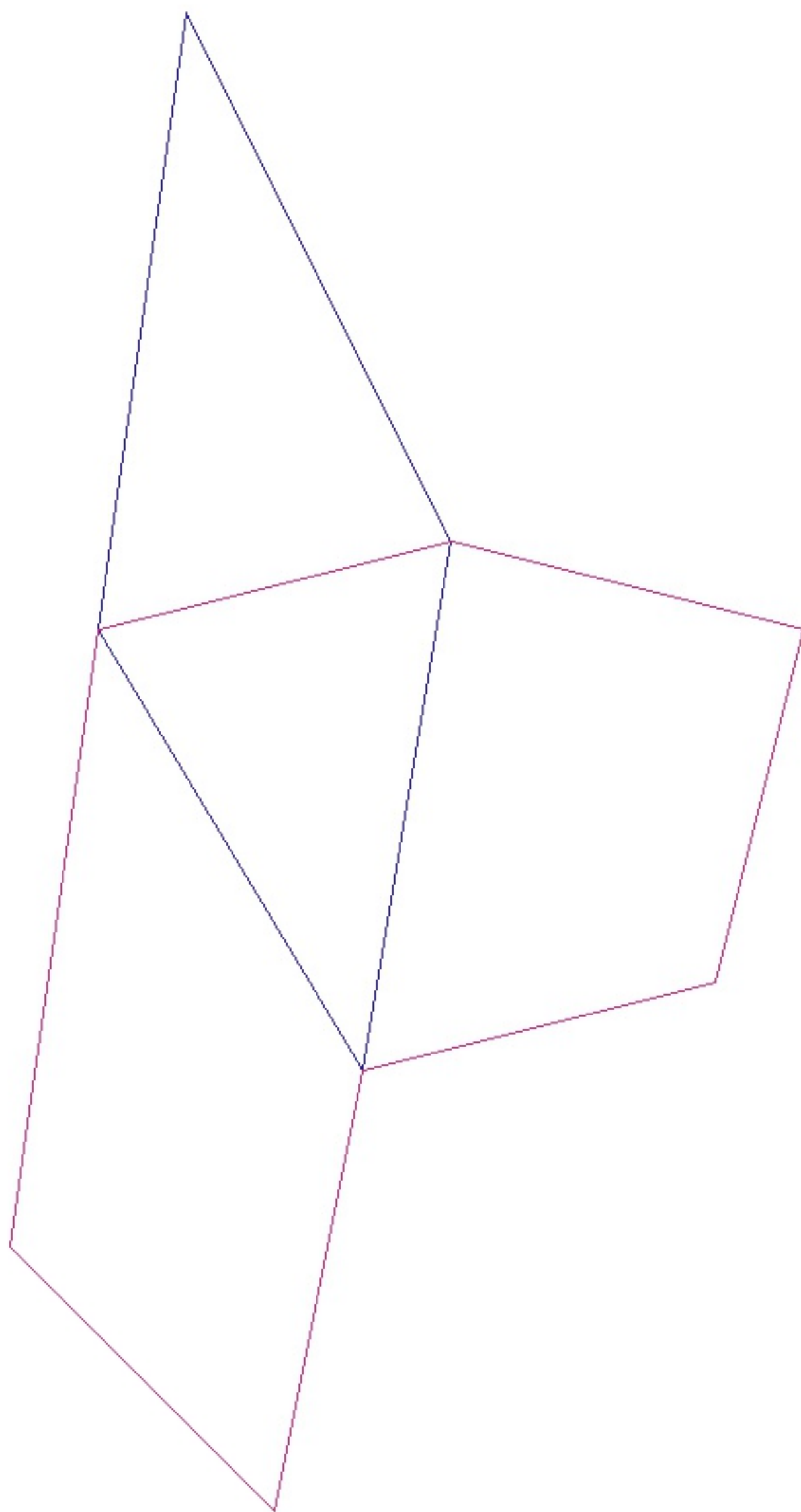
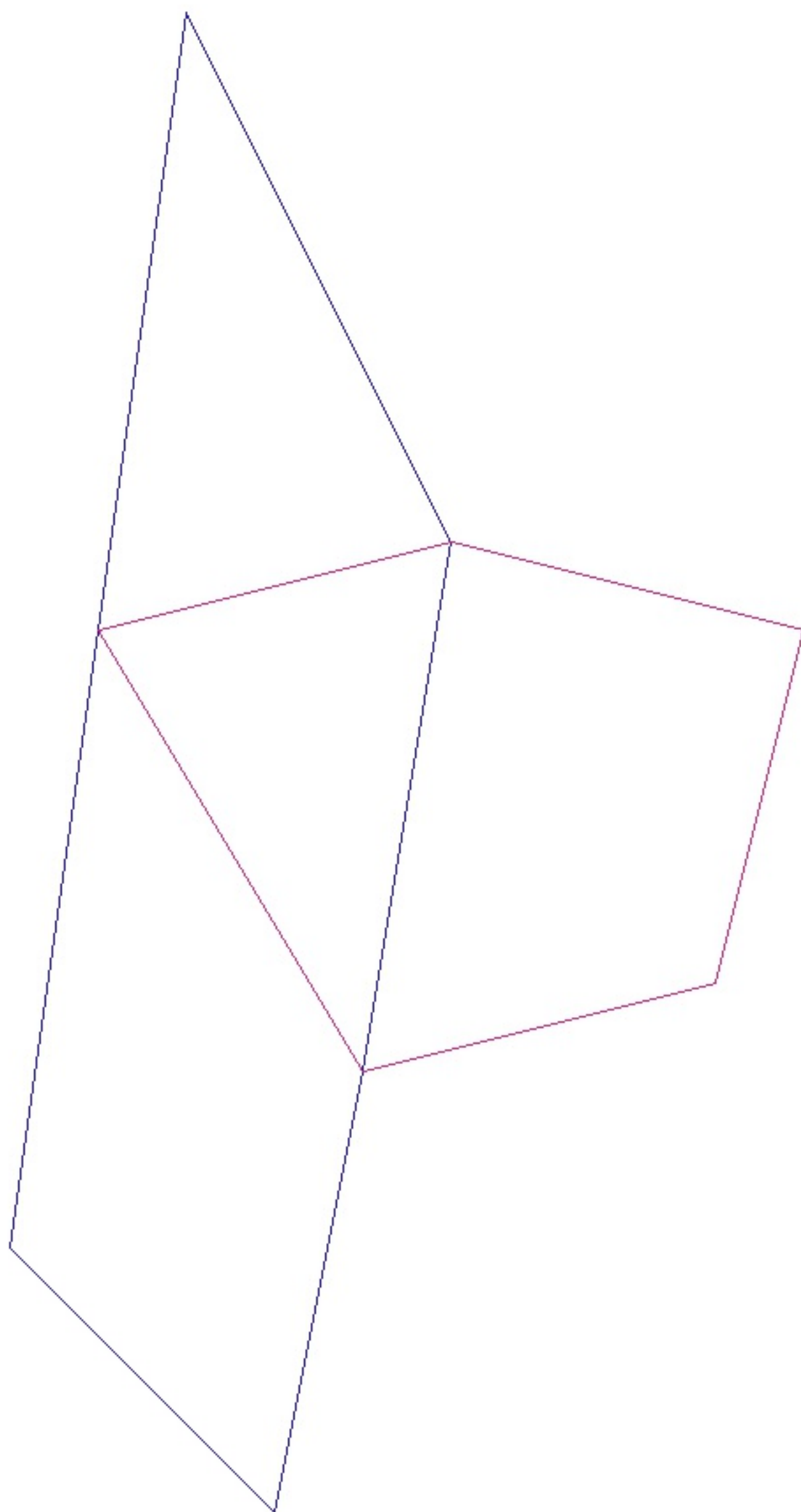


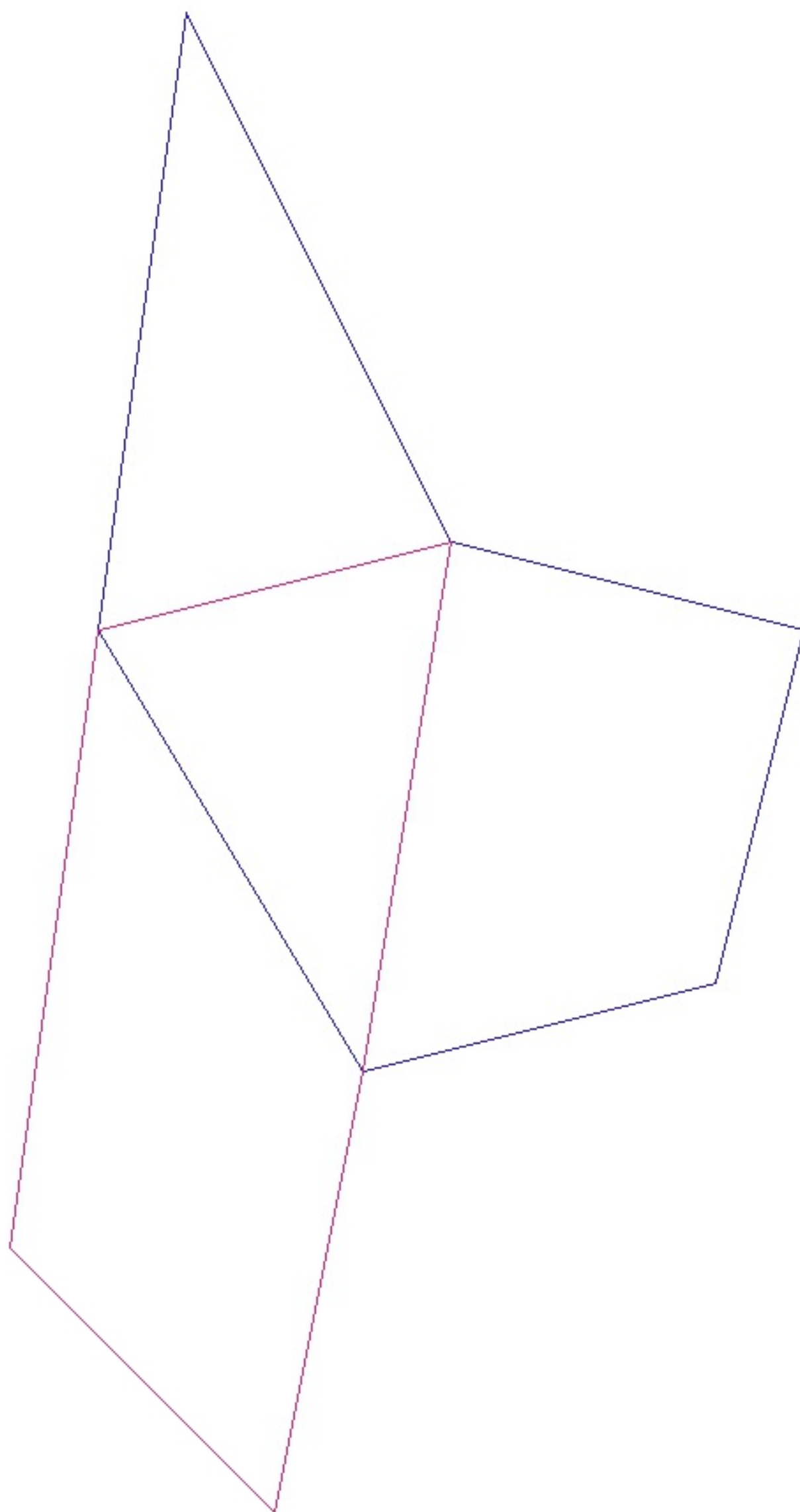
```
t1 = triangle(s9, s10, s11)
scc1 = scc(s1, s2, s3, s4, s5, s6, s7, s8)
shape(t1, triangle)
shape(scc1, scc)
inside_of(t1, scc1)
left_of(t1, scc1)
above(scc1, t1)
```



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

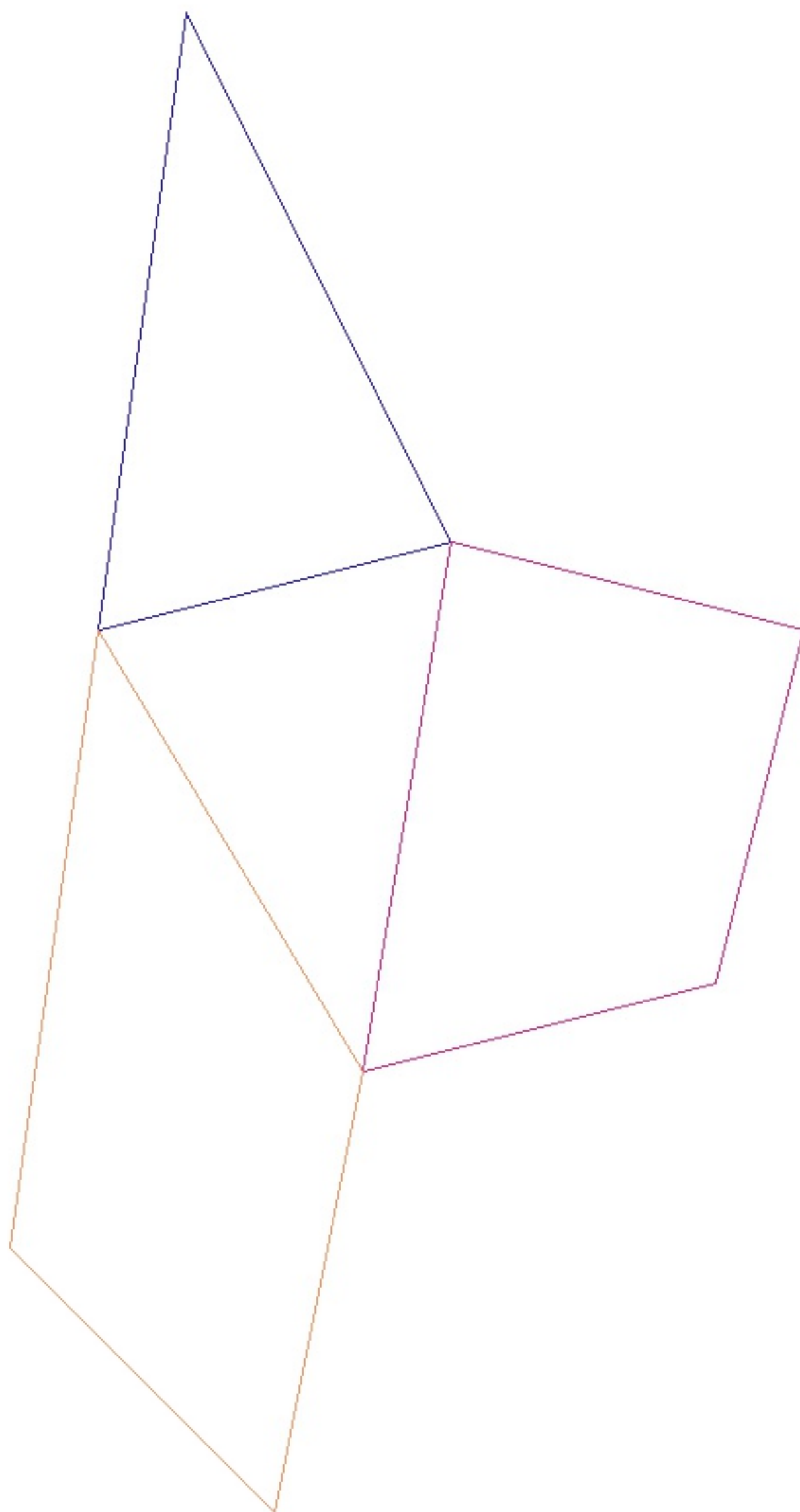


```
scc1 = scc(s1, s11, s5, s6, s7, s8)
scc2 = scc(s2, s3, s4, s10, s9)
shape(scc1, scc)
shape(scc2, scc)
overlap(scc1, scc2)
left_of(scc1, scc2)
above(scc1, scc2)
overlap(scc2, scc1)
```



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





```
t1 = triangle(s1, s9, s8)
scc1 = scc(s2, s3, s4, s11)
scc2 = scc(s5, s6, s7, s10)
shape(t1, triangle)
shape(scc1, scc)
shape(scc2, scc)
left_of(t1, scc1)
above(t1, scc1)
overlap(t1, scc2)
above(t1, scc2)
above(scc1, scc2)
overlap(scc2, t1)
left_of(scc2, t1)
left_of(scc2, scc1)
```