c1 = circle(c1)
d1 = dot(d1)
scc1 = scc(s1, s2, s3, s4)
shape(c1, circle)
shape(d1, dot)
shape(scc1, scc)
left_of(c1, scc1)
left_of(d1, scc1)
inside_of(d1, c1)
above(scc1, c1)
above(scc1, d1)