```
c1 = circle(c1)
sq1 = square(s4, s5, s6, s7)
t1 = triangle(s1, s2, s3)
shape(c1, circle)
shape(sq1, square)
shape(t1, triangle)
overlap(c1, t1)
overlap(c1, sq1)
left_of(c1, sq1)
above(c1, sq1)
overlap(sq1, c1)
left_of(t1, sq1)
above(t1, sq1)
overlap(t1, c1)
above(t1, c1)
```