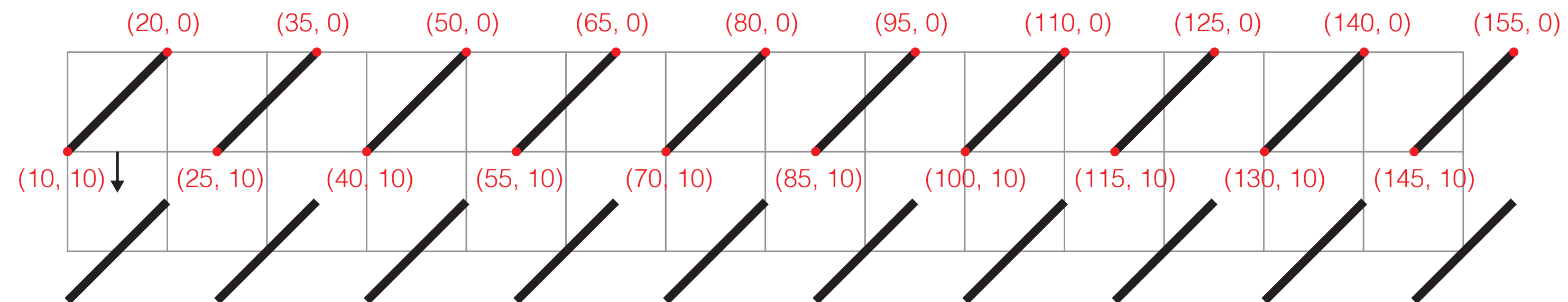
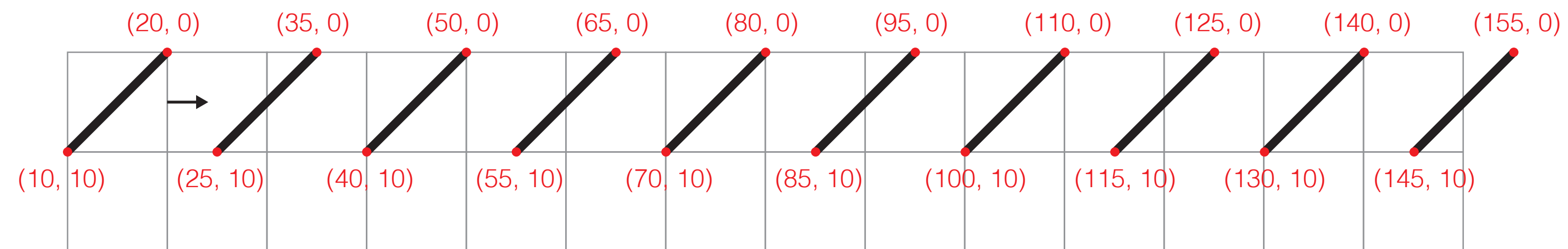


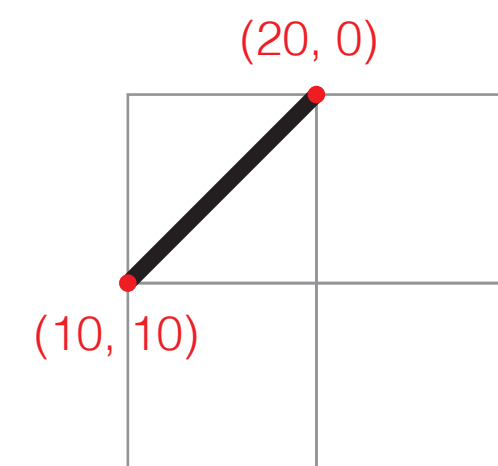
3. `for (int y = 10; y < displayHeight; y += 15) {`



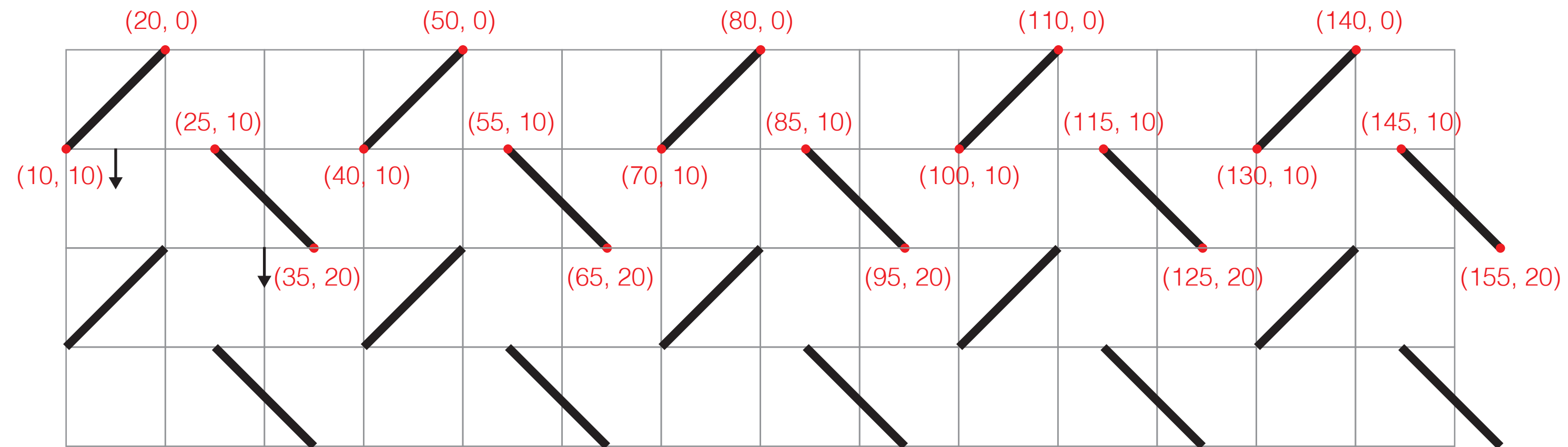
2. `for (int x = 10; x < displayHeight; x += 15) {`



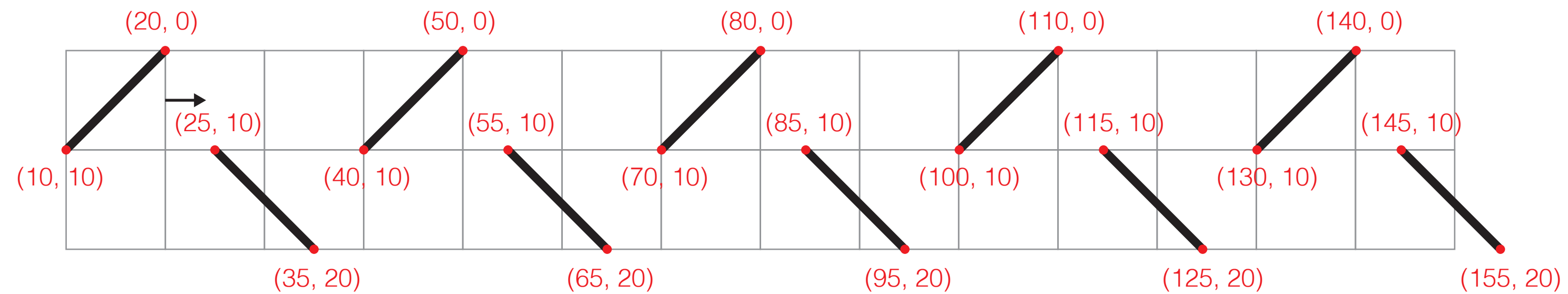
1. `line (x, y, x+10, y-10) ;`



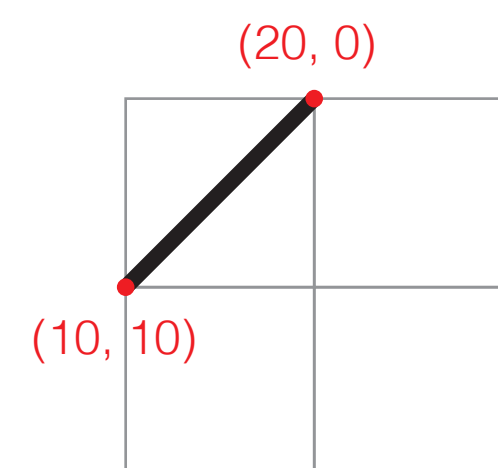
3. `for (int y = 0; y < displayHeight; y += 15) {`



2. `for (int x = 0; x < displayHeight; x += 15) {`

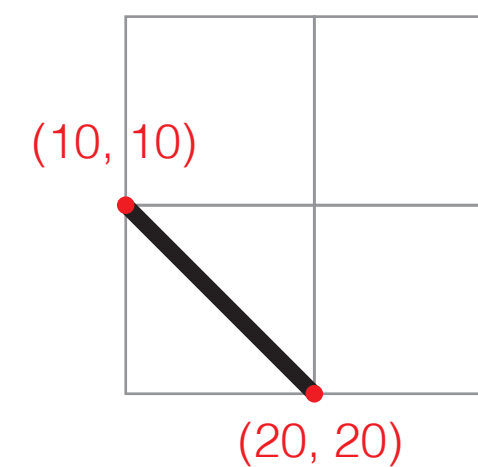


1. `if ((x % 10) == 0) {
 line (x, y, x+10, y-10);`

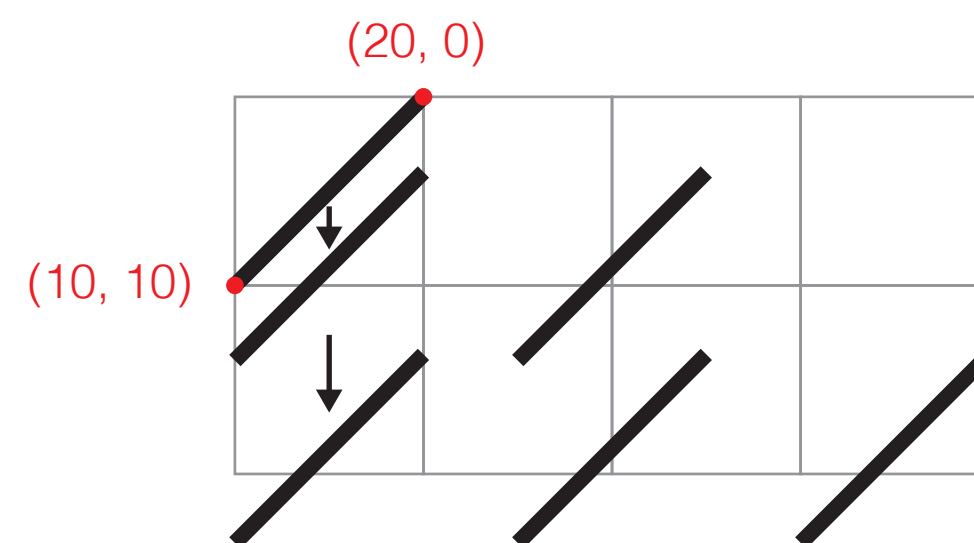


← OR →

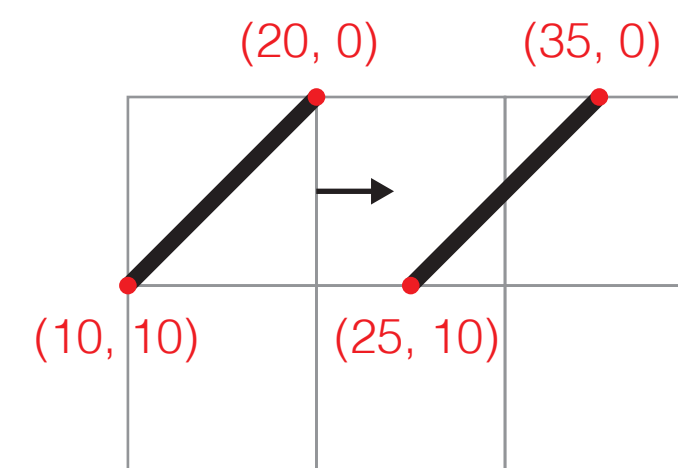
`} else {
 line (x, y, x+10, y+10);
}`



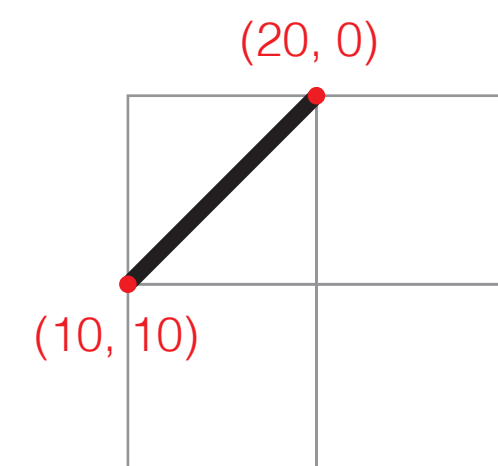
3. `for (int y = 10; y < displayHeight; y *= 1.2) {`



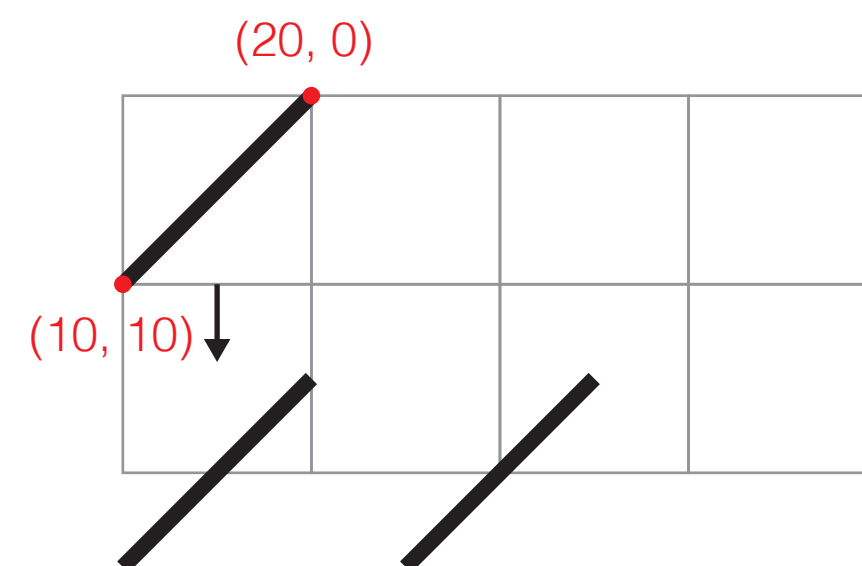
2. `for (int x = 10; x <= y; x += 15) {`



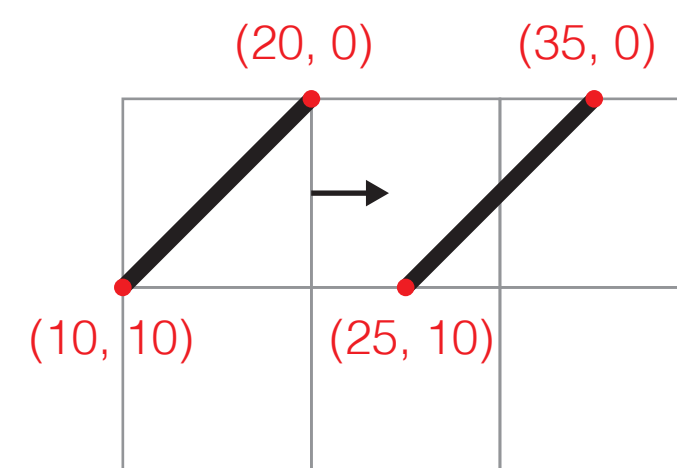
1. `line (x, y, x+10, y-10) ;`



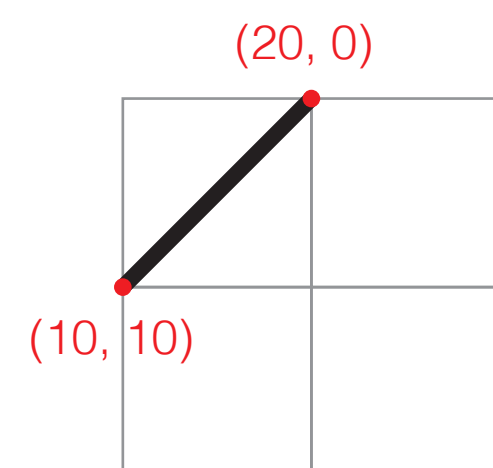
3. `for (int y = 10; y < displayHeight; y += 15) {`



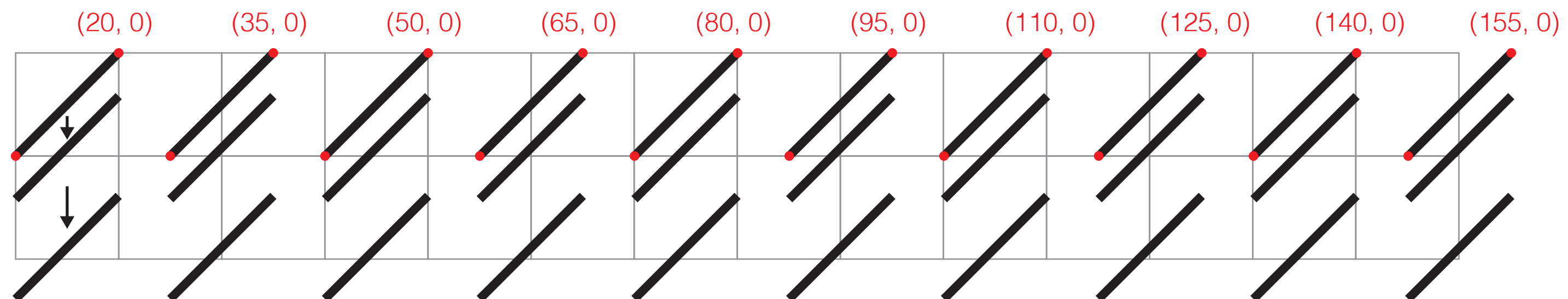
2. `for (int x = 10; x <= y; x += 15) {`



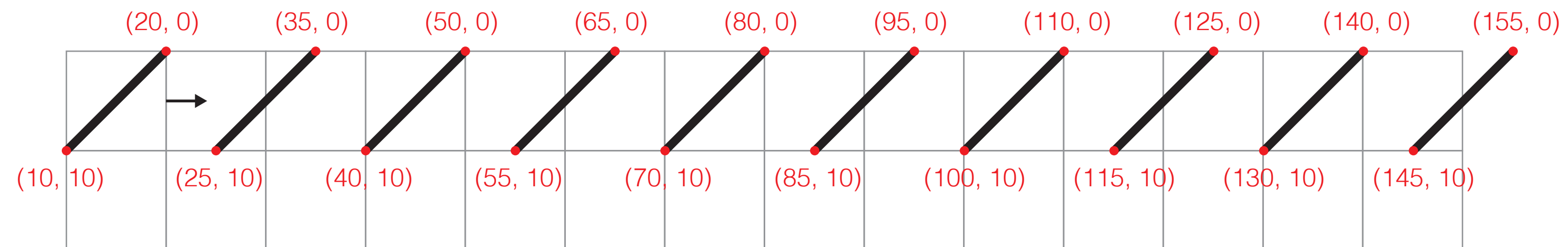
1. `line (x, y, x+10, y-10) ;`



3. `for (int y = 10; y < displayHeight; y *= 1.2) {`



2. `for (int x = 10; x < displayWidth; x += 15) {`



1. `line (x, y, x+10, y-10) ;`

