#класс многоугольника  
 #def \_\_init\_\_(self, width, length, x\_start, y\_start, color): #инициализация объекта через ширину, длину, начальные координаты x и y, цвет  
 #super().\_\_init\_\_(0, length, x\_start, y\_start, color)  
 #self.x1 = x\_start  
 #self.y1 = y\_start  
 #self.radius = radius  
  
 #def create(self): #функция рисовки прямоугольника  
 #x = [self.x1, self.x2, self.x3, self.x4]  
 #y = [self.y1, self.y2, self.y3, self.y4]  
 #rect = pat.Polygon(xy=list(zip(x, y)), fill=False, color=self.color)  
 #plt.gca().add\_patch(rect)

#rect.x1, rect.y1 = pole\_1.map\_to\_abs(pole\_rect.x1, pole\_rect.y1)  
#rect.x2, rect.y2 = pole\_1.map\_to\_abs(pole\_rect.x2, pole\_rect.y2)  
#rect.x3, rect.y3 = pole\_1.map\_to\_abs(pole\_rect.x3, pole\_rect.y3)  
#rect.x4, rect.y4 = pole\_1.map\_to\_abs(pole\_rect.x4, pole\_rect.y4)  
#pole\_0\_rect.x1, pole\_0\_rect.y1 = pole\_0.map\_to\_abs(rect\_beg.x1, rect\_beg.y1)  
#pole\_0\_rect.x2, pole\_0\_rect.y2 = pole\_0.map\_to\_abs(rect\_beg.x2, rect\_beg.y2)  
#pole\_0\_rect.x3, pole\_0\_rect.y3 = pole\_0.map\_to\_abs(rect\_beg.x3, rect\_beg.y3)  
#pole\_0\_rect.x4, pole\_0\_rect.y4 = pole\_0.map\_to\_abs(rect\_beg.x4, rect\_beg.y4)