

bullseye



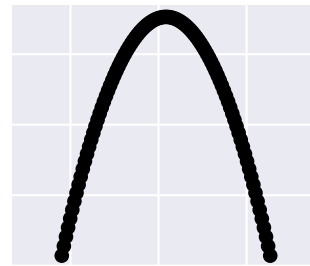
circle



dots



down_parab



h_lines



high_lines



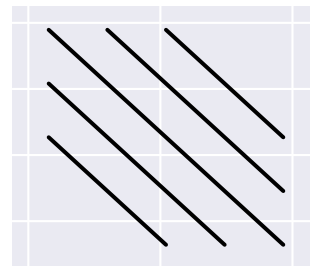
rectangle



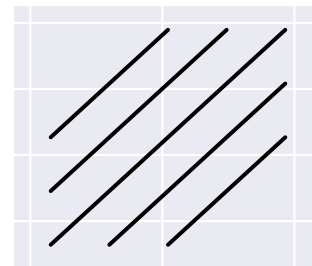
scatter



slant_down



slant_up



star



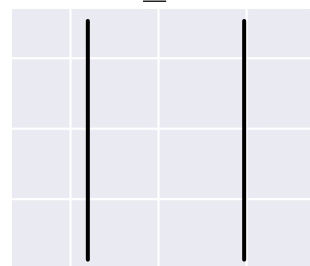
up_parab



v_lines



wide_lines



x

