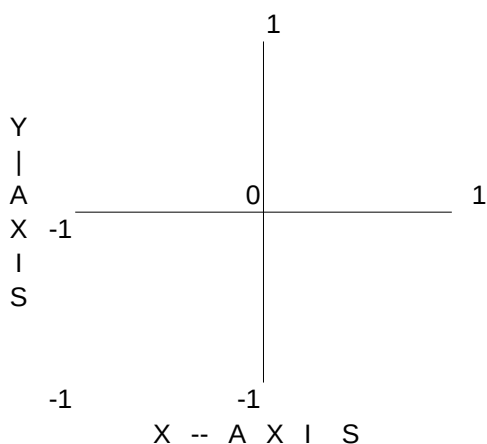


2D (2-DIMENSIONAL) SHAPES
@company: USBONG
@author: SYSON, MICHAEL B.
@date created: 20201116
@last updated: 20220312; from 20201118
@open source: Apache License, Version 2.0

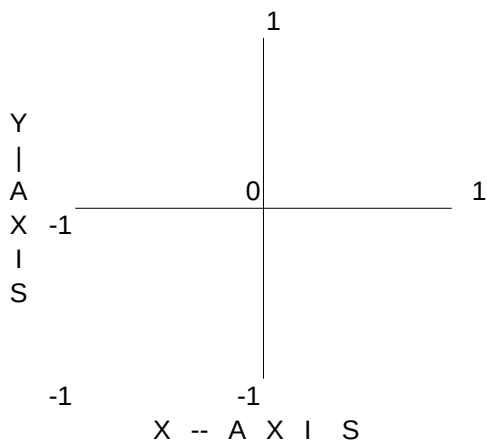
2D SHAPES SKILL LEVEL 1:
INPUTS:
A(0.00,0.00) //SET X,Y POSITIONS OF VERTEX A
B(0.00,-0.10) //SET X,Y POSITIONS OF VERTEX B
C(0.10,-0.10) //SET X,Y POSITIONS OF VERTEX C
D(0.10,0.00) //SET X,Y POSITIONS OF VERTEX D

TANONG: WHERE IS THE SHAPE? DRAW.
SAGOT:



2D SHAPES SKILL LEVEL 2:
INPUTS:
A(0.00,0.50) //SET X,Y POSITIONS OF VERTEX A
B(-0.50,0.00) //SET X,Y POSITIONS OF VERTEX B
C(0.50,0.00) //SET X,Y POSITIONS OF VERTEX C

TANONG: WHERE IS THE SHAPE? DRAW.
SAGOT:

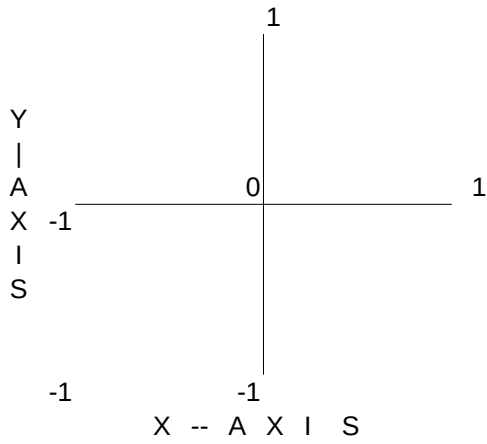


2D SHAPES SKILL LEVEL 3:
INPUTS:
A(0.00,0.00) //SET X,Y POSITIONS OF VERTEX A
B(0.00,-0.40) //SET X,Y POSITIONS OF VERTEX B
C(0.40,-0.40) //SET X,Y POSITIONS OF VERTEX C
D(0.40,0.00) //SET X,Y POSITIONS OF VERTEX D

STEPX=0.10 //MOVE X-AXIS BY STEP COUNT
STEPLY=0.10 //MOVE Y-AXIS BY STEP COUNT

//EXECUTE COMMAND: TRANSLATE
A(STEPX,0.00) //ADD STEP COUNT TO VERTEX A
B(STEPX,0.00) //ADD STEP COUNT TO VERTEX B
C(STEPX,0.00) //ADD STEP COUNT TO VERTEX C
D(STEPX,0.00) //ADD STEP COUNT TO VERTEX D

TANONG: WHERE IS THE SHAPE? DRAW.
SAGOT:



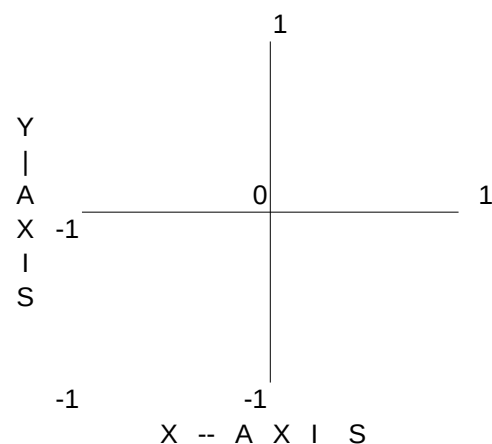
2D SHAPES SKILL LEVEL 4:
OUTPUT:

TANONG: WHERE ARE THE VERTICES?
SAGOT:
A(,) //SET X,Y POSITIONS OF VERTEX A
B(,) //SET X,Y POSITIONS OF VERTEX B
C(,) //SET X,Y POSITIONS OF VERTEX C
D(,) //SET X,Y POSITIONS OF VERTEX D

2D (2-DIMENSIONAL) SHAPES
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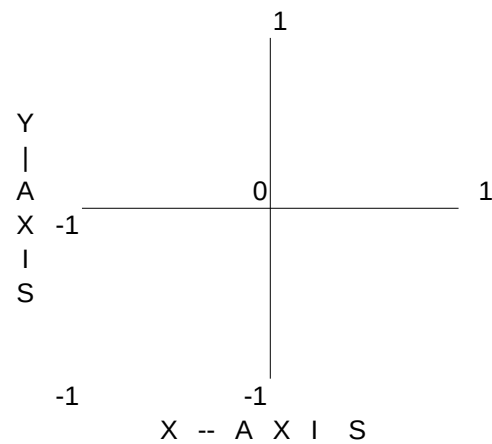
2D SHAPES SKILL LEVEL 1:
INPUTS:
A(0.00,0.00) //SET X,Y POSITIONS OF VERTEX A
B(0.00,-0.10) //SET X,Y POSITIONS OF VERTEX B
C(0.10,-0.10) //SET X,Y POSITIONS OF VERTEX C
D(0.10,0.00) //SET X,Y POSITIONS OF VERTEX D

TANONG: WHERE IS THE SHAPE? DRAW.
SAGOT:



2D SHAPES SKILL LEVEL 2:
INPUTS:
A(0.00,0.50) //SET X,Y POSITIONS OF VERTEX A
B(-0.50,0.00) //SET X,Y POSITIONS OF VERTEX B
C(0.50,0.00) //SET X,Y POSITIONS OF VERTEX C

TANONG: WHERE IS THE SHAPE? DRAW.
SAGOT:

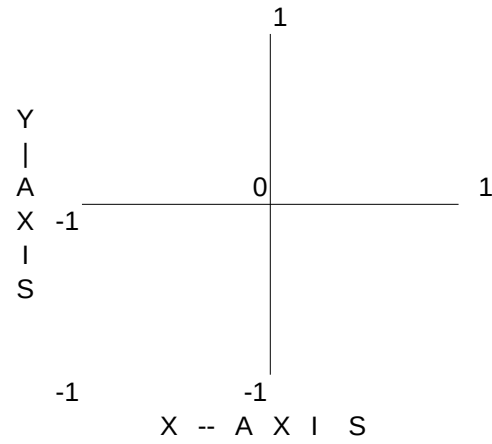


2D SHAPES SKILL LEVEL 3:
INPUTS:
A(0.00,0.00) //SET X,Y POSITIONS OF VERTEX A
B(0.00,-0.40) //SET X,Y POSITIONS OF VERTEX B
C(0.40,-0.40) //SET X,Y POSITIONS OF VERTEX C
D(0.40,0.00) //SET X,Y POSITIONS OF VERTEX D

STEPX=0.10 //MOVE X-AXIS BY STEP COUNT
STEPLY=0.10 //MOVE Y-AXIS BY STEP COUNT

//EXECUTE COMMAND: TRANSLATE
A(STEPX,0.00) //ADD STEP COUNT TO VERTEX A
B(STEPX,0.00) //ADD STEP COUNT TO VERTEX B
C(STEPX,0.00) //ADD STEP COUNT TO VERTEX C
D(STEPX,0.00) //ADD STEP COUNT TO VERTEX D

TANONG: WHERE IS THE SHAPE? DRAW.
SAGOT:



2D SHAPES SKILL LEVEL 4:
OUTPUT:

TANONG: WHERE ARE THE VERTICES?
SAGOT:
A(,) //SET X,Y POSITIONS OF VERTEX A
B(,) //SET X,Y POSITIONS OF VERTEX B
C(,) //SET X,Y POSITIONS OF VERTEX C
D(,) //SET X,Y POSITIONS OF VERTEX D