myGLCD.drawCircle(260, 170, 5);

myGLCD.drawCircle(280, 170, 5);

myGLCD.drawCircle(260, 190, 5);

myGLCD.drawCircle(280, 190, 5);

myGLCD.drawCircle(260, 210, 5);

myGLCD.drawCircle(280, 210, 5);

myGLCD.drawCircle(150, 170, 5);

myGLCD.drawCircle(170, 170, 5);

myGLCD.drawCircle(150, 190, 5);

myGLCD.drawCircle(170, 190, 5);

myGLCD.drawCircle(150, 210, 5);

myGLCD.drawCircle(170, 210, 5);

myGLCD.drawCircle(40, 170, 5);

myGLCD.drawCircle(60, 170, 5);

myGLCD.drawCircle(40, 190, 5);

myGLCD.drawCircle(60, 190, 5);

myGLCD.drawCircle(40, 210, 5);

myGLCD.drawCircle(60, 210, 5);

myGLCD.drawLine(160, 70, 260, 170);

myGLCD.drawRect(160, 70, 260, 170);

myGLCD.drawCircle(210, 120, 50);