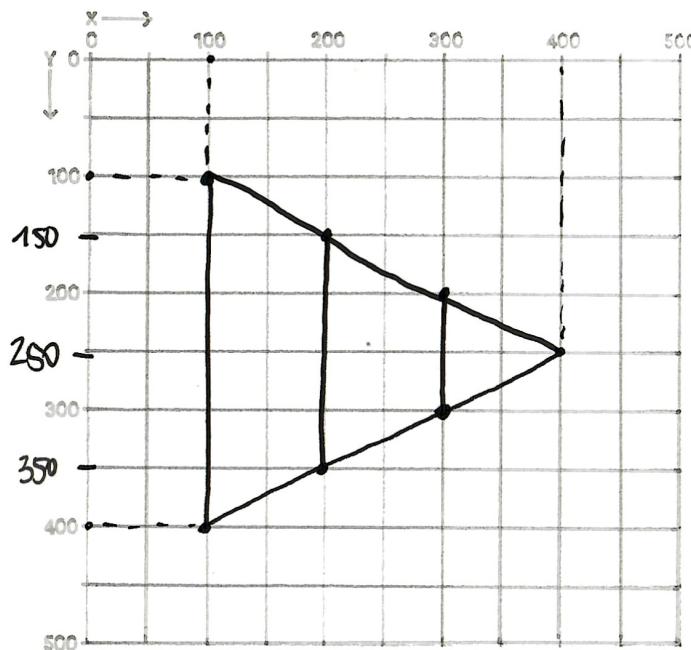
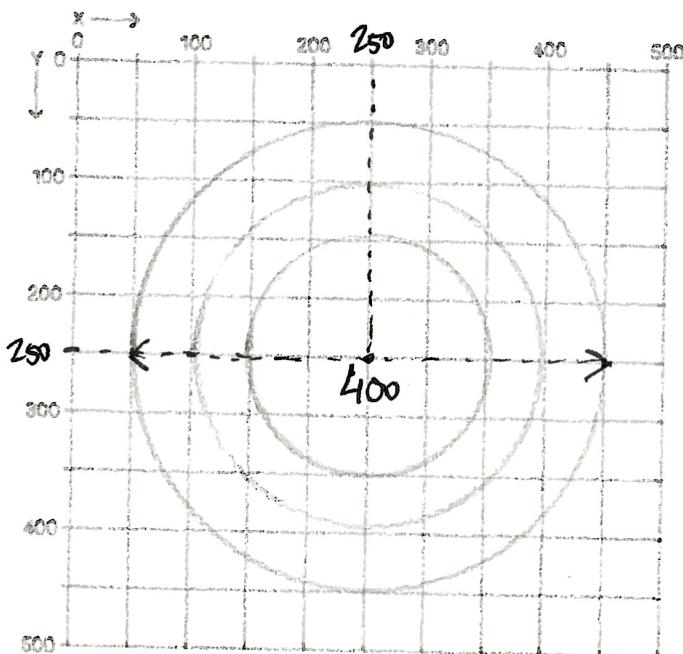


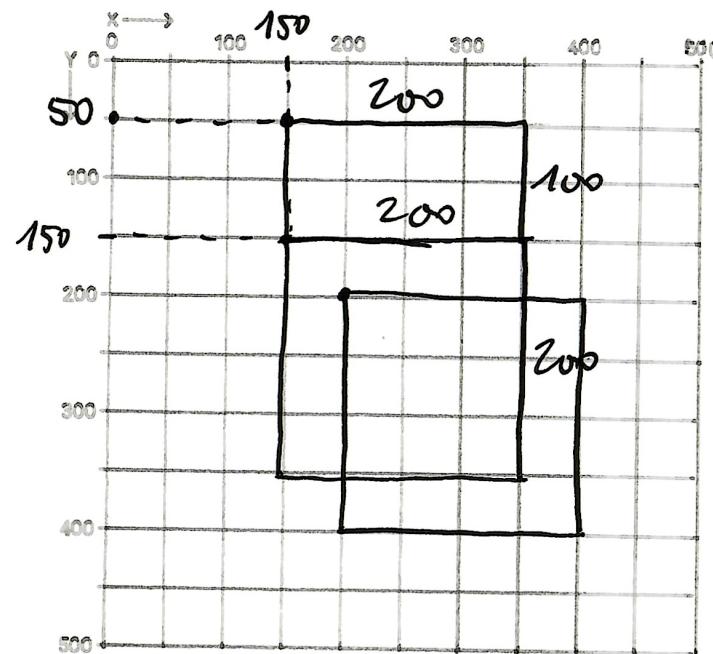
point (250, 250)



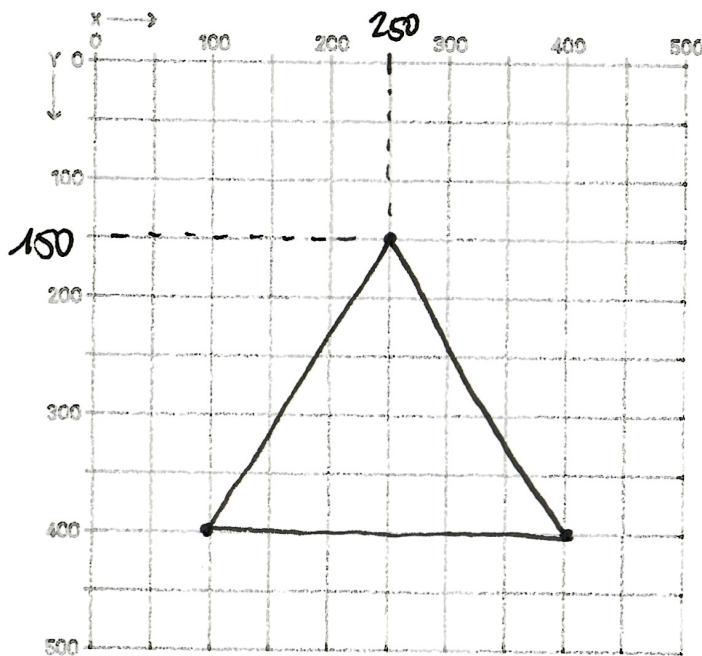
line (100, 100, 100, 400);
line (200, 150, 200, 350);
line (300, 200, 300, 300);
line (100, 100, 400, 250);
line (100, 400, 400, 250);



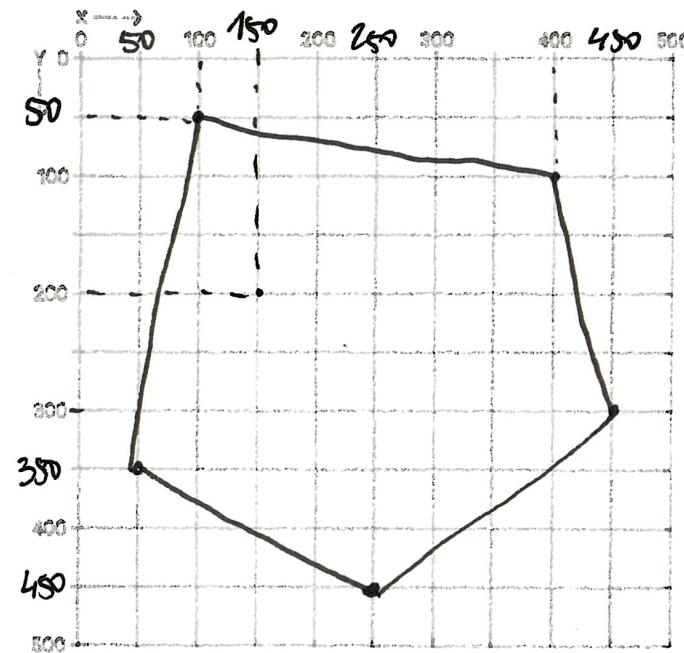
`circle(250, 250, 400);`
`circle(250, 250, 300);`
`circle(250, 250, 200);`



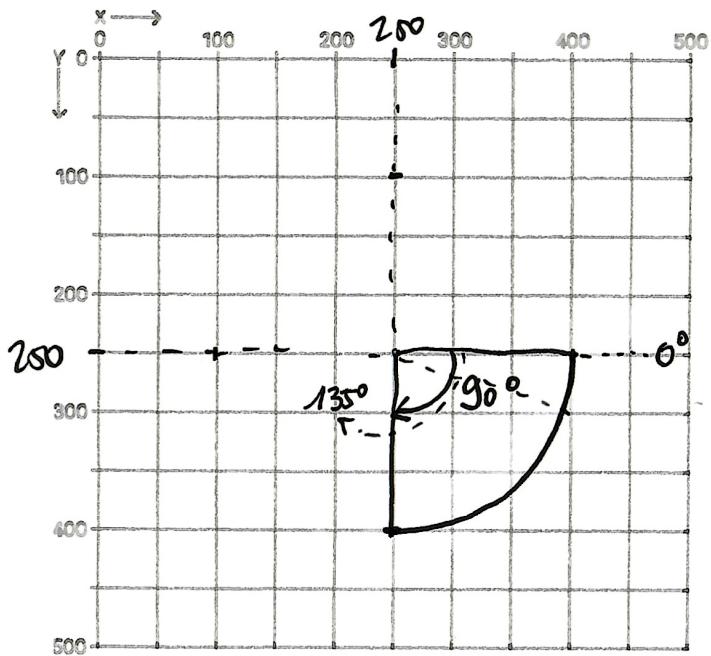
`rect(150, 150, 200, 200);`
`rect(200, 200, 250, 200);`
`rect(250, 300, 300, 300);`



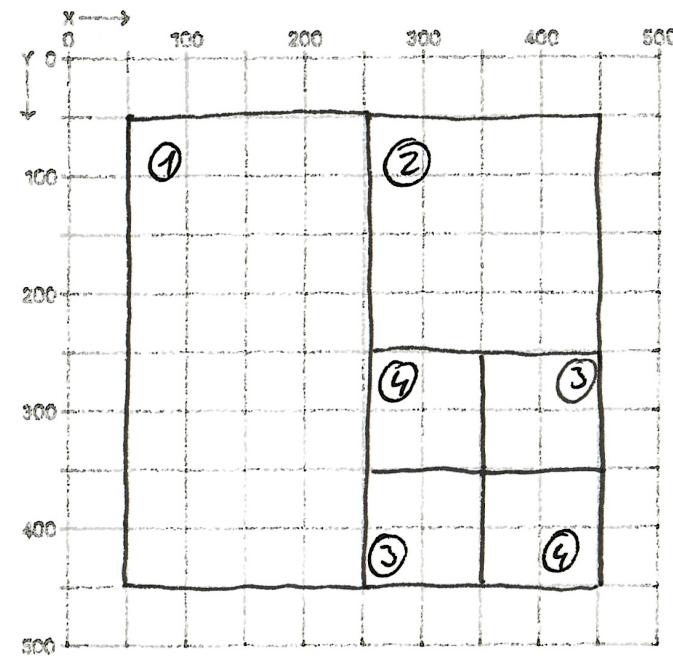
`triangle(250, 150, 400, 400, 100, 400);`

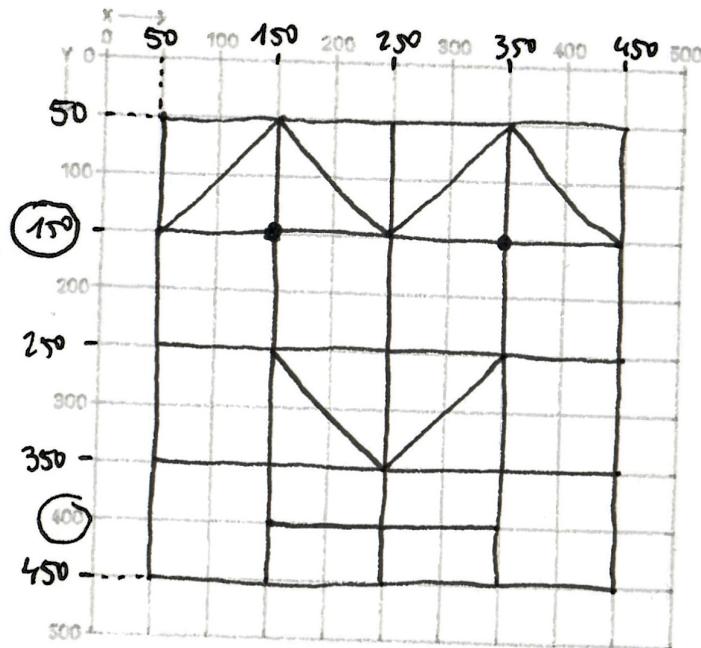


`beginShape();
vertex(100, 50); vertex(50, 350);
vertex(400, 100); vertex(450, 300); endShape();
vertex(250, 450);`



$\text{arc}(250, 250, 300, 300, 0, 90);$

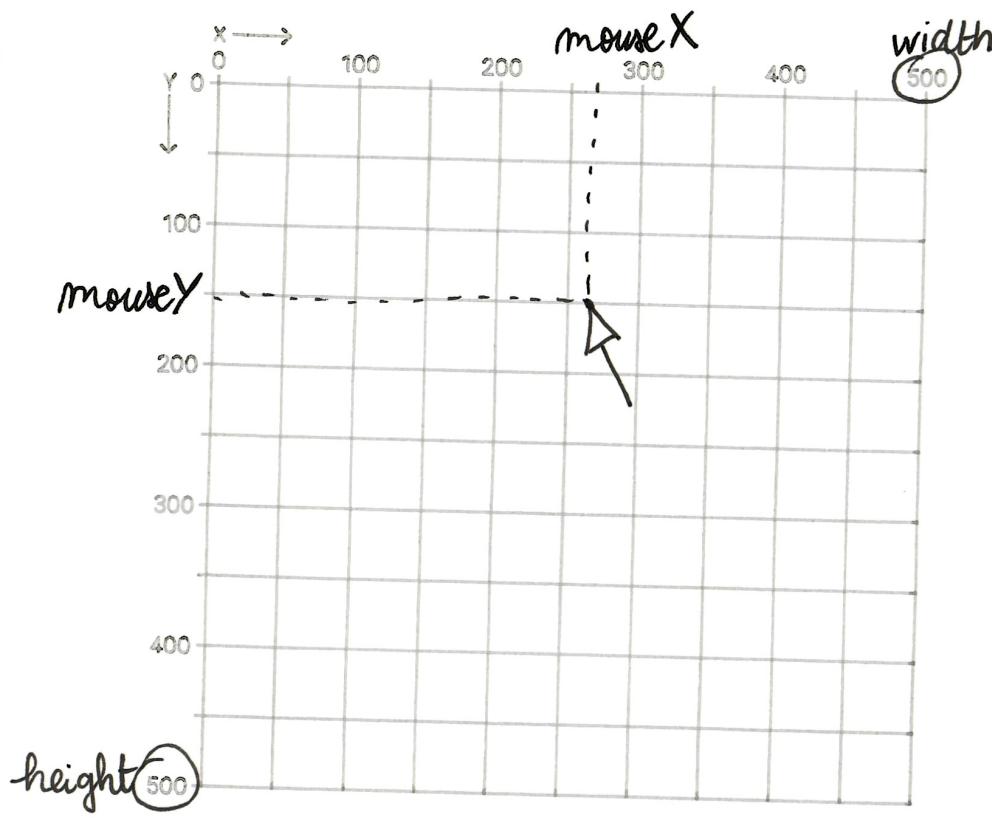


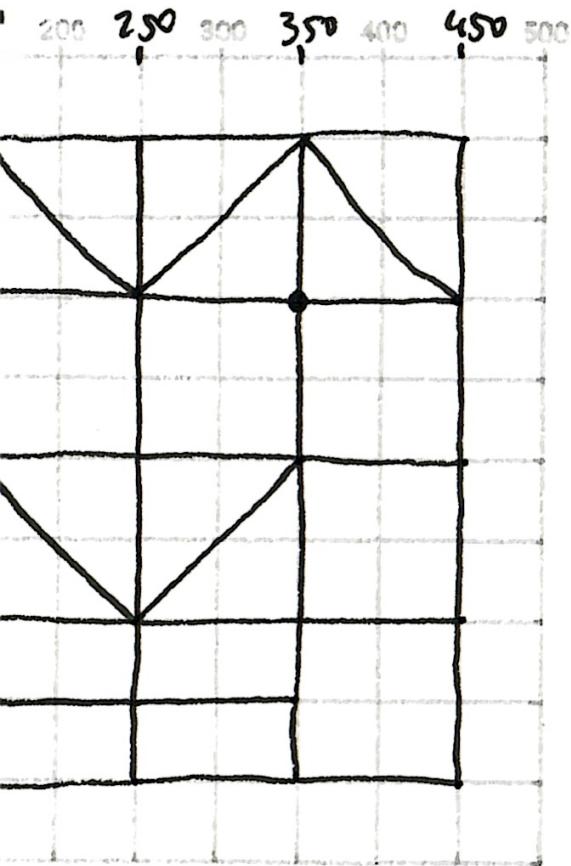


line(150, 400, 350, 400);
 y_{Mouth} y_{Mouth}

let $y_{\text{Mouth}} = 400$; let $dEyes = 50$;
 let $yEyes = 150$;

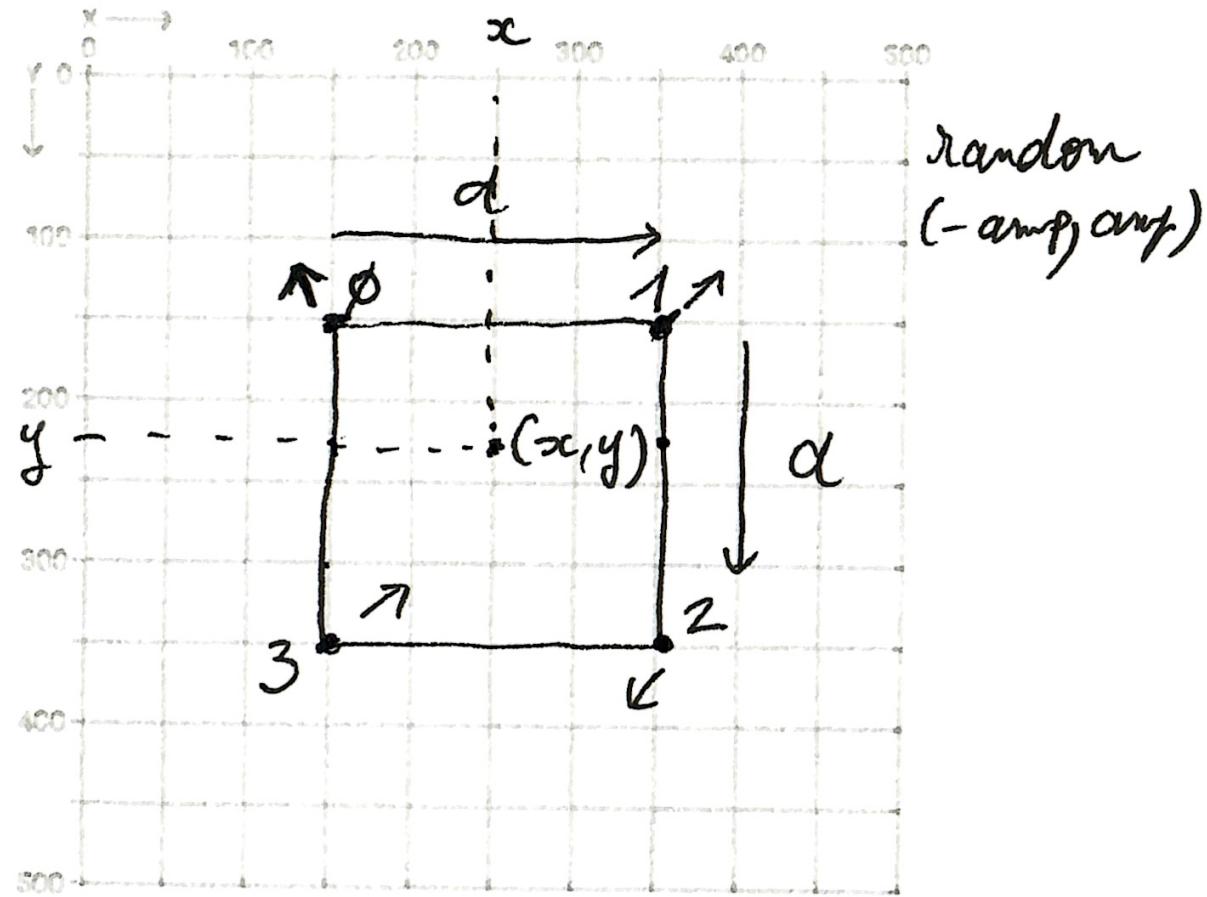
} function myPaint



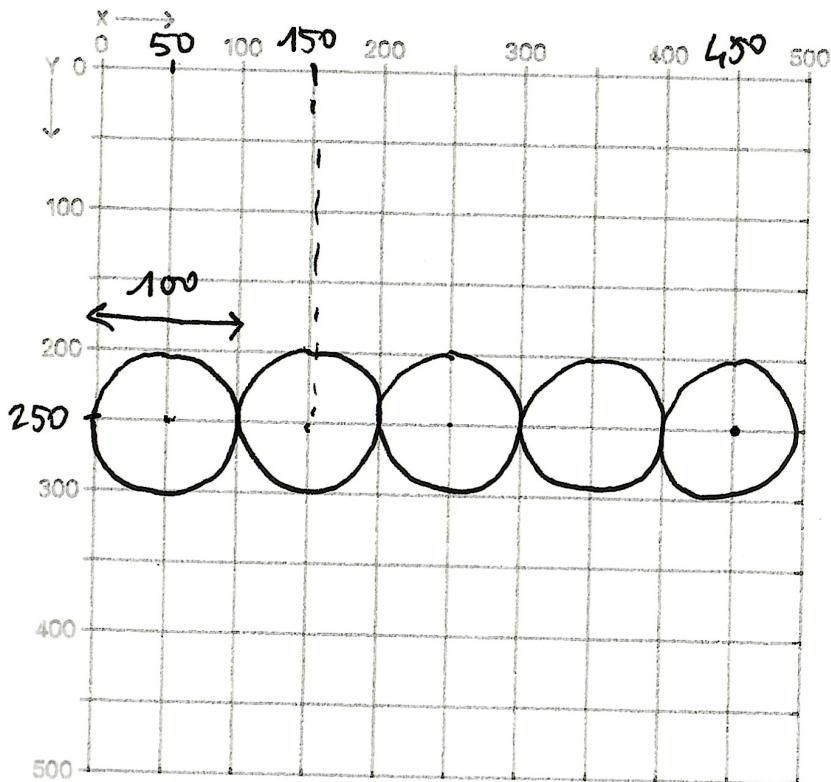


$(0, 400, 350, 400)$
 $y_{\text{Mouth}} \quad y_{\text{Mouth}}$

$\text{mouth} = 400;$ let $dEyes = 50;$
 $\text{ob} = 150;$



function myPattern ($x, y, d \}$, amp)
{
 }
 }



```

for (let i=0; i<5; i=i+1)
{
    —— circle (50+i*100, 250, 100);
    —
}

i = 0   circle (50 + 0 * 100, 250, 100);
i = 1   circle (50 + 1 * 100, 250, 100);
i = 2   ... (50 + 2 * 100, ...)
        ...
i = 4   (50 + 4 * 100, ...)
i = 5   X

```