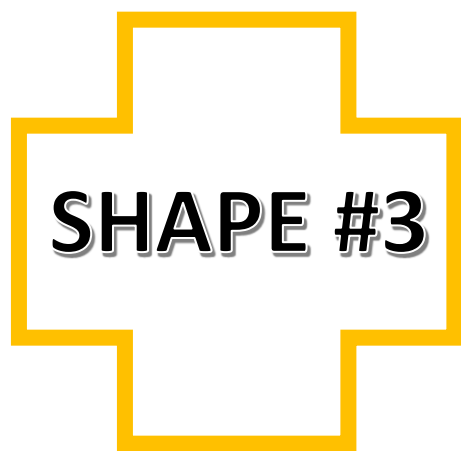


# Programming Shapes



- Use the yellow car and a marker to draw the outline of the given shapes on paper.
- Dimensions will be written on the board.
- Make sure to write your pseudo code **BEFORE** programming in the box provided.
- Test your program before inserting the marker.

**SHAPE #1**



A pink equilateral triangle with a thick outline, positioned in the lower-left corner of the first panel.

**SHAPE #4**

A black diamond (rhombus) with a thick outline, positioned in the lower-left corner of the second panel.

**SHAPE #5**