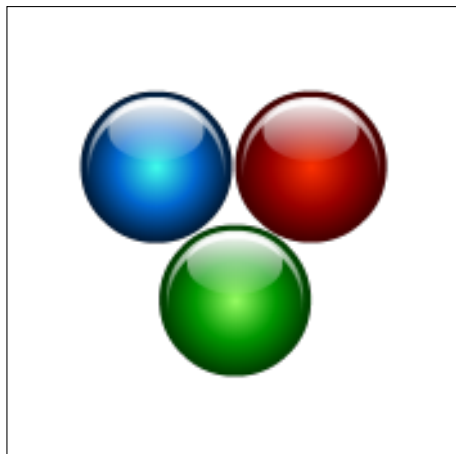
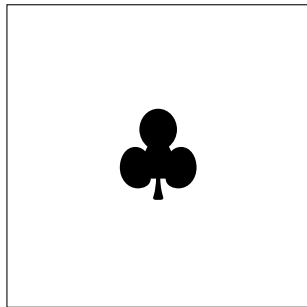
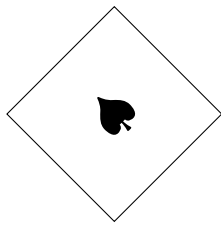


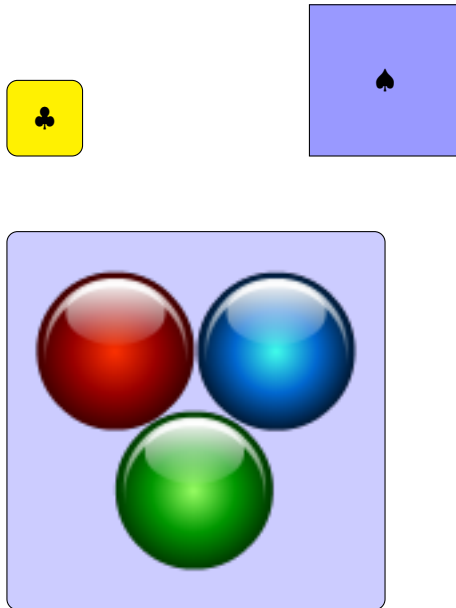
Rysowanie kształtów

1. Bez użycia makrodefinicji



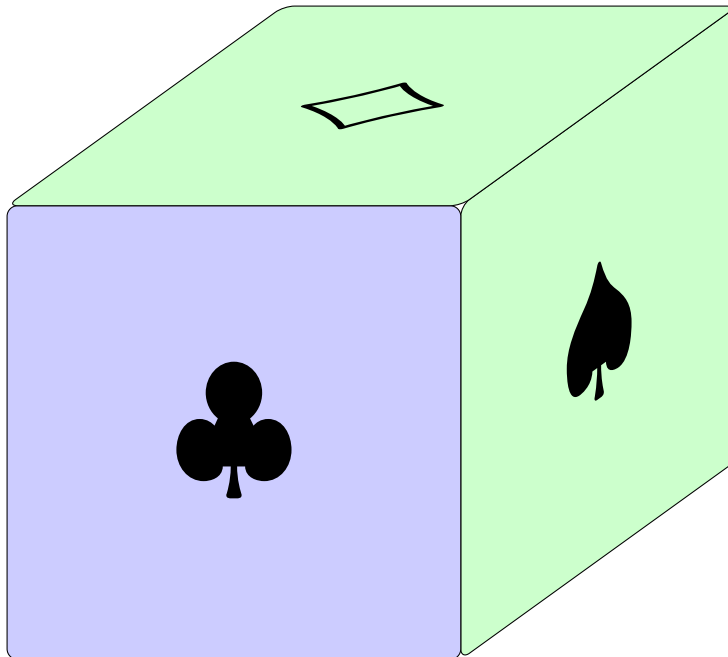
2. Z użyciem makrodefinicji

2.1. Makrodefinicje pomocnicze *face* i *unroundedface*

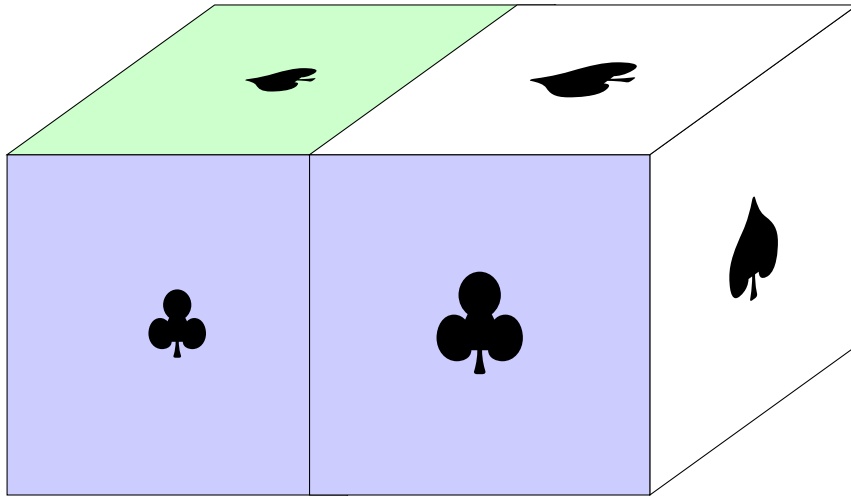


2.2. „Główne” makrodefinicje

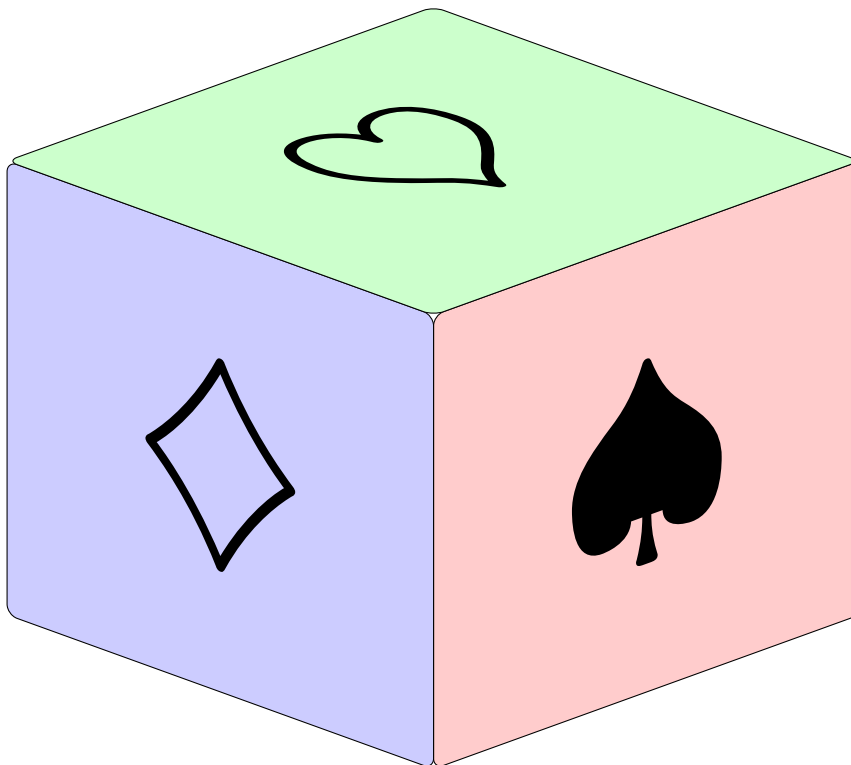
```
\frontshapes{3}{0}{\pik/green!20!white, \trefl/blue!20!white, \karo/green!20!white}}{2}{2}
```



```
\unroundedfrontshapes{0}{0}{\pik/white, \trefl/blue!20!white, \pik/white}}{1.5}{1}  
\unroundedfrontshapes{4}{0}{\pik/white, \trefl/blue!20!white, \pik/white}}{1.5}{1.5}
```



`\shapes{0}{0}{{\pik/red!20!white, \karo/blue!20!white, \kier/green!20!white}}{2}{3}`



`\unroundedshapes{0}{0}{{\kier/yellow, \kier/green!20!white, \pik/yellow}}{1}{1}`

