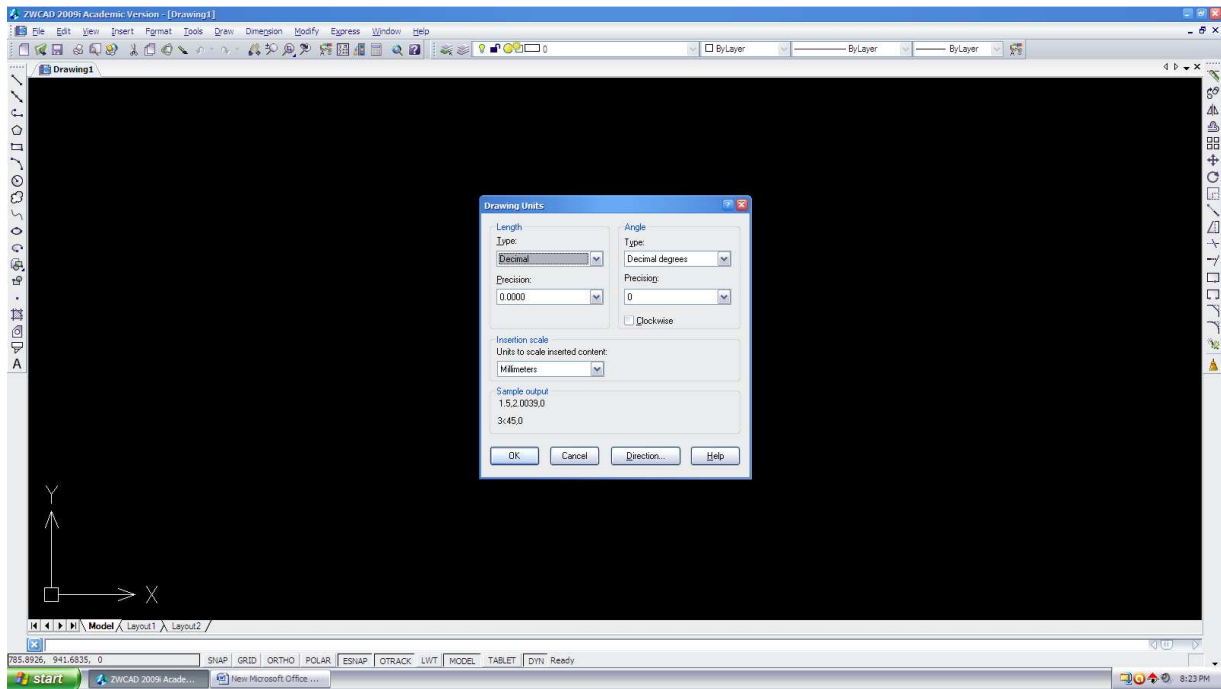
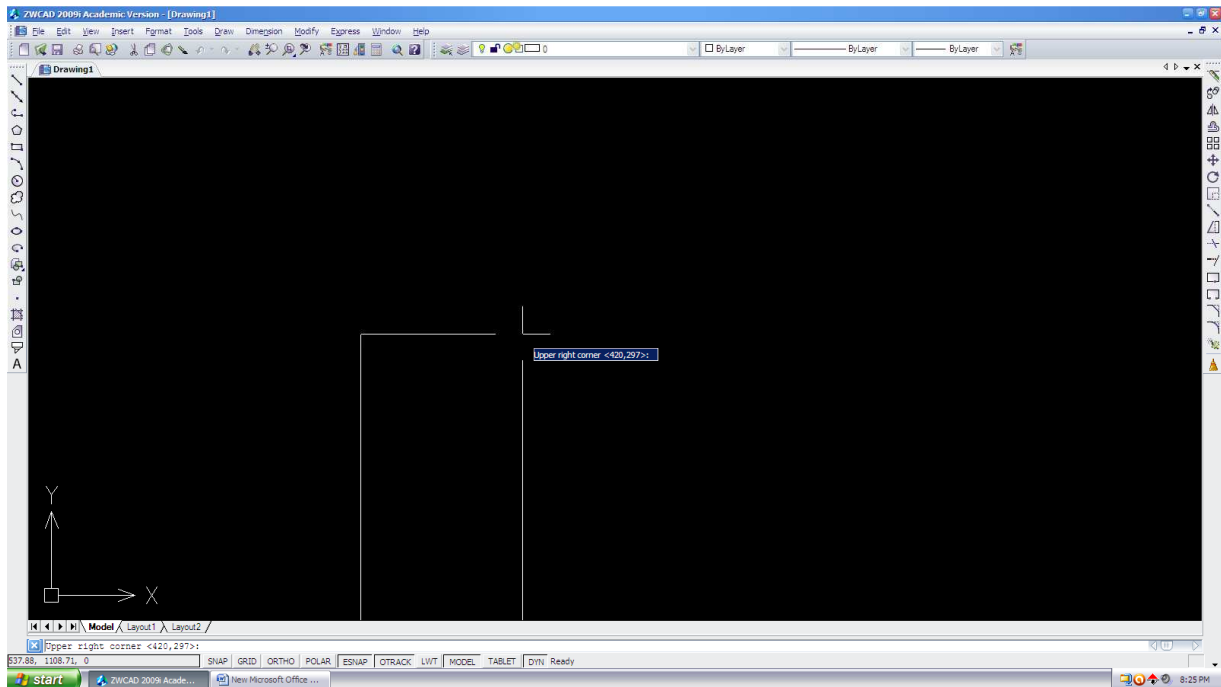


1. Setting the units:



2. Setting limits:



3. drawing the rectangle

