

Rect

```
int x  
int y  
int wid  
int ht
```

```
draw_rect (x, y, wid, ht) {  
    ...  
}
```

Circle

```
int xc  
int yc  
int rad
```

```
draw_circle (xc, yc, rad) {  
    ...  
}
```

Rect

```
struct {  
    int x  
    int y  
    int wid  
    int ht  
}
```

```
draw_rect (r) {  
    ...  
}
```

Circle

```
struct {  
    int x  
    int y  
    int rad  
}
```

```
draw_circle (c) {  
    ...  
}
```

Rect

```
class {  
    int x  
    int y  
    int wid  
    int ht  
  
    draw () {  
        ...  
    }  
}
```

Circle

```
class {  
    int x  
    int y  
    int rad  
  
    draw () {  
        ...  
    }  
}
```