Using a text editor, such as notepad++ or TextWrangler, create a file having a "dot-bl" extension (e.g., *myFile.bl*). Enter the code shown below into the file. Then run your code by double-clicking on the file name/icon with the left mouse button. If all goes well, then you should see the LEGO® artifact shown below.

```
open Level_2;

fun flag(x,z) =
    (
        put2D_2x2_RED(x,z);
        put2D_4x2_RED(x+3,z);

        put2D_2x2_RED(x,z+3);
        put2D_4x2_RED(x+3,z+3);

        put2D_2x1_WHITE(x,z+2);
        put2D_1x1_WHITE(x+2,z+2);
        put2D_2x1_WHITE(x+3,z+2);
        put2D_2x1_WHITE(x+5,z+2);

        put2D_1x2_WHITE(x+2,z);
        put2D_1x2_WHITE(x+2,z+3)
    );

build2D(15,11);

flag(0,0);
flag(8,0);
flag(8,6);
flag(0,6);

show2D "Flags of Denmark";
```