

Run this Code

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 in Figure 1.

```
open Level_3;

val dimensions = 32
val size       = dimensions - 1

fun weave brick1 brick2 brick3 brick4 (x,z) =
  let
    fun rotate delta =
      (
        (* left to right *)
        lineXZ (0,z+delta) (size,z+delta) brick1;

        (* top to bottom *)
        lineXZ (x+delta,size) (x+delta,0) brick2;

        (* right to left *)
        lineXZ (size,z-delta-1) (0,z-delta-1) brick3;

        (* bottom to top *)
        lineXZ (x-delta-1,0) (x-delta-1,size) brick4
      );

    in
      rotate 0;
      rotate 1;
      rotate 2;
      rotate 3;
      rotate 4;
      rotate 5
    end;

  build2D(dimensions,dimensions);

  weave BLUE YELLOW RED GREEN ( dimensions div 2, dimensions div 2 );

  show2D "Rotational Weave";
```



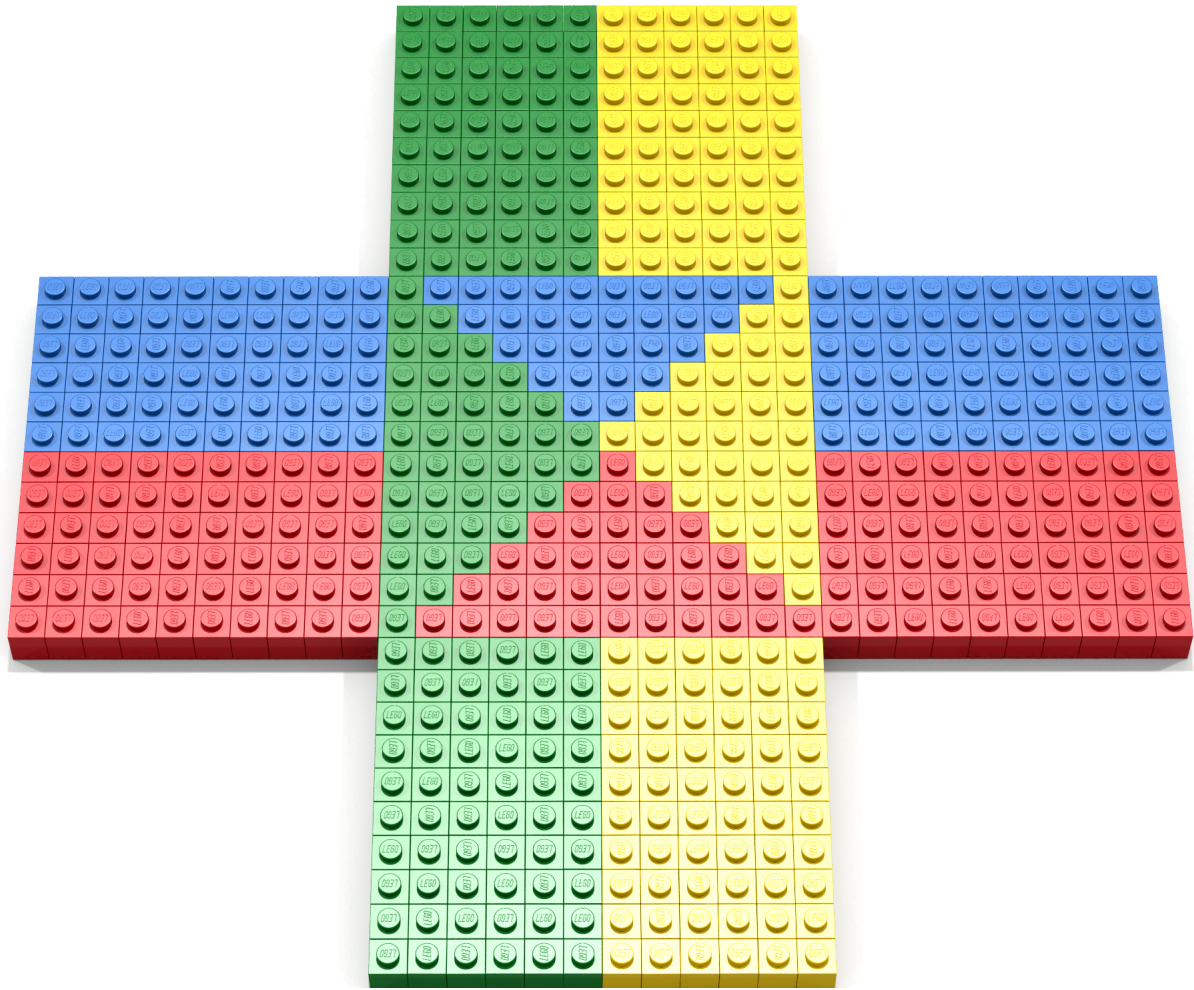


Figure 1: LEGO[®] Artifact