

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 = 129
val max        = dimensions - 1

fun weave brick1 brick2 brick3 brick4 brick5 =
  let
    val radius = dimensions div 2
    val center = max div 2

    fun onceAround delta =
      (
        ringXZ (radius + delta) 1 brick1 (0,center);
        ringXZ (radius + delta) 1 brick2 (center,max);
        ringXZ (radius + delta) 1 brick3 (max,center);
        ringXZ (radius + delta) 1 brick4 (center,0)
      )

  in
    onceAround 0;
    onceAround 1;
    onceAround 2;
    onceAround 3;
    onceAround 4;
    onceAround 5;
    onceAround 6;
    onceAround 7
  end;

build2D(dimensions,dimensions);

weave BLUE YELLOW RED GREEN LAVENDER;

show2D "circular weave";
```



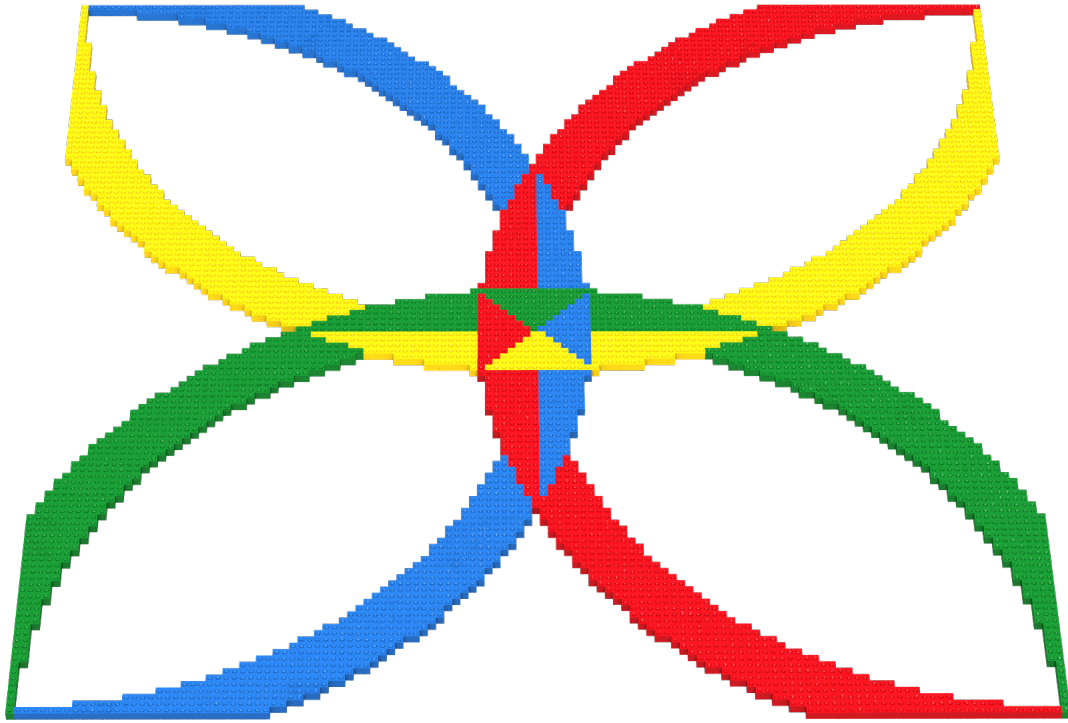


Figure 1: LEGO[®] Artifact