

[translated $\frac{(5)}{5}$ $\frac{(3)}{3}$ (rectangle ...)]

scene = & leaves

leaves = ... & rotatedCircle & ...

rotatedCircle = translated 2 (-1) (rotated $(\pi/4)$ greenForm)

greenForm = colored green (solidCircle 2)

⋮

translated 2 (-1) (rotated $(\pi/4)$ (colored green (solidCircle 2)))

laws: rotated a (solidCircle r) \equiv solidCircle r
rotated a (colored c p) \equiv colored c (rotated a p)
translated x y (colored ...) \equiv ...

in mathematics:

$$a + b = b + a$$

$$a \cdot (b + c) = a \cdot b + a \cdot c$$

in Java?

$$p.\text{color}(c).\text{rotate}(a) \equiv p.\text{rotate}(a).\text{color}(c)$$

- works not so nicely binary methods, like &
- also problems with stuff like:

$$p.\text{color}(c) \& p.\text{translate}(x, y)$$

mathematics example:

$$x / y = y^{-1} \cdot x$$

in C, Java, Python, ...

$$x = \text{input}()$$

$$y = \text{input}()$$

