# Geometry and PostScript
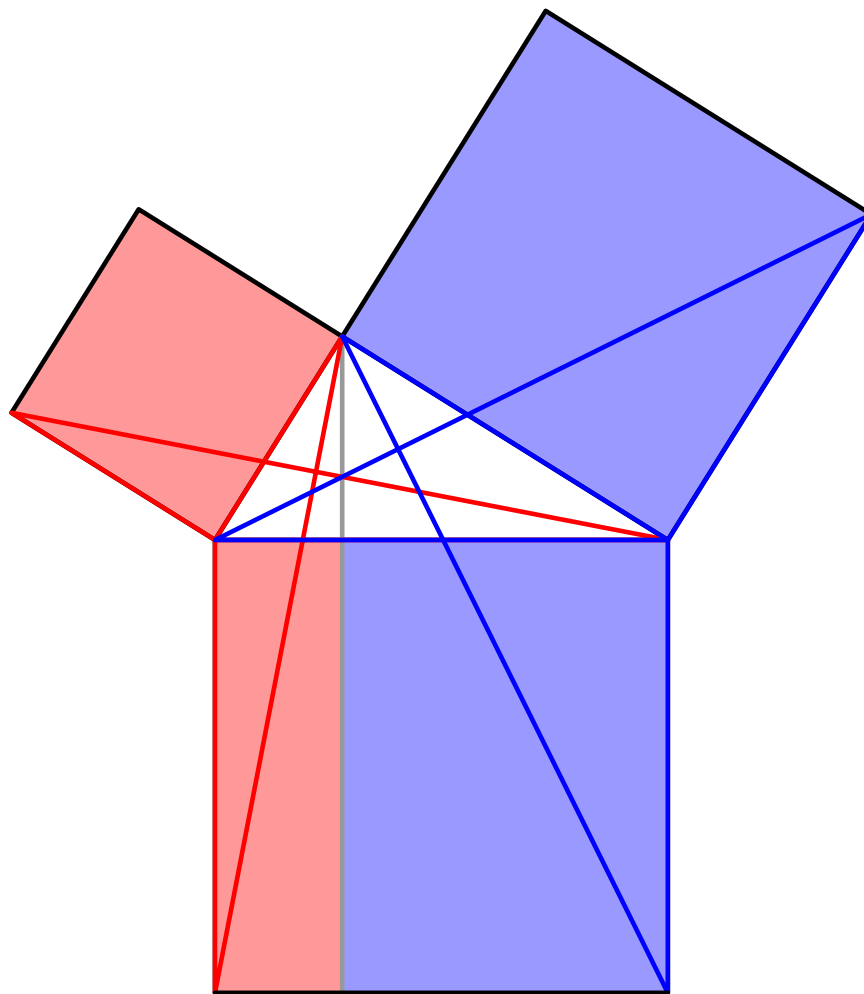
## Part I. Drawing in the plane



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