The examples assume a Graphics library that has constructs for basic geometric figures such as circle, triangle and square and a drawing method that draws geometric figures. If multiple geometric figures are drawn using the graphics library, they will all be drawn onto the same graphics canvas.

1. Remember an array starts at index 0!
2. The x-axis has 0 on the left and increases to the right.
3. The y-axis has 0 on the bottom and increases to the top.

The questions will always be of the same following two types, Type A and type B, and only the answer options for type B will change:

**Type A:**

Will the two drawn rectangles overlap? yes / no

**Type B:**

What are the last three shape objects drawn by Main()?

(a) option 1

(b) option 2

(c) option 3

(d) option 4

(e) option 5

When you are ready, please answer the question by stating the option you think fits best.