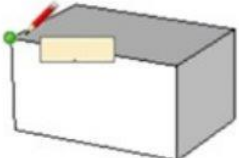


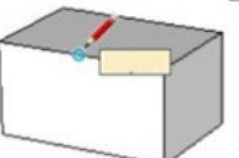


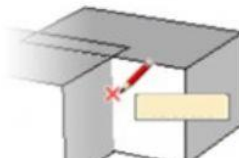


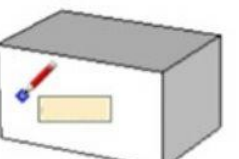


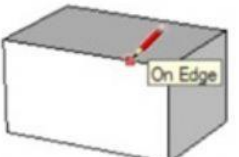


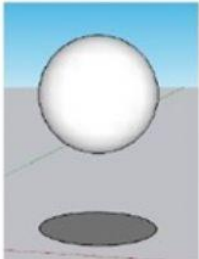
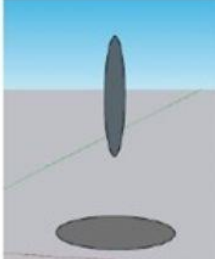
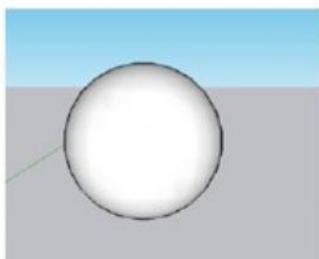
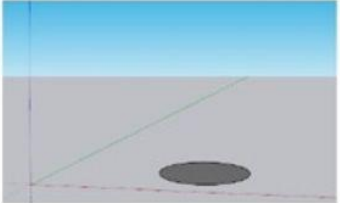
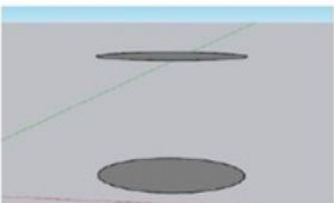
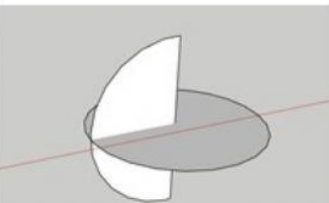


## Объектілердің тірек нүктесінің орнына сәйкес орналастыру

			Нүкте объектілердің қиылысу нүктесінде орналасқан
			Нүкте объектінің бетінде орналасқан
			Нүкте объектінің ортаңғы нүктесінде орналасқан
			Нүкте объектінің шекарасында орналасқан
			Нүкте объектінің соңында орналасқан

## 3D объектіні дұрыс құру алгоритмін көрсету

# Ұяшықтардың ішіне 1, 2, 3 .... деген нөмірлермен жазып көрсету қажет;

		
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