To construct the additional house shown in the picture, please drag and drop the code snippets in the correct order.

```
head22 is Point(x:400,y:0)

house.moveto(location:houseloc)

house is Rectangle(width:700,height:700)

head33 is Point(x:750,y:200)

houseloc is Point(x:50,y:200)

top is Triangle(head1:head11,head2:head22,head3:head33)

house.change(color:"blue")

head11 is Point(x:50,y:200)
```

1. _____

2. _____

3. _____

4. _____

5. _____

6. _____

7. _____

8. _____