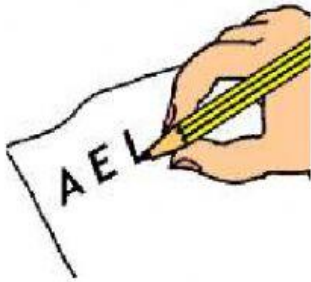


Read and match.



say

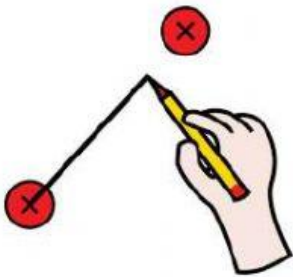
match



circle

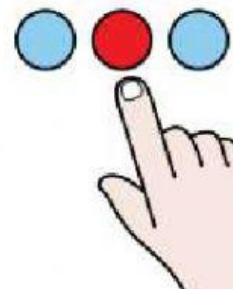


write



listen

number



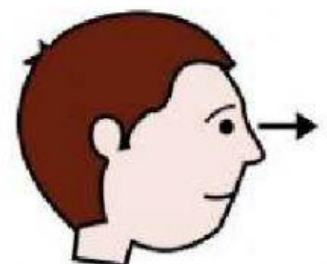
read

point



look

draw



1 2 3