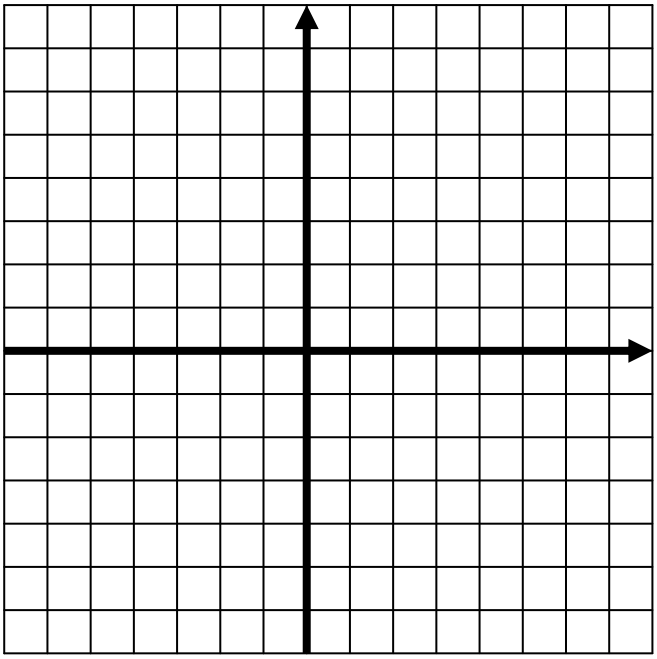
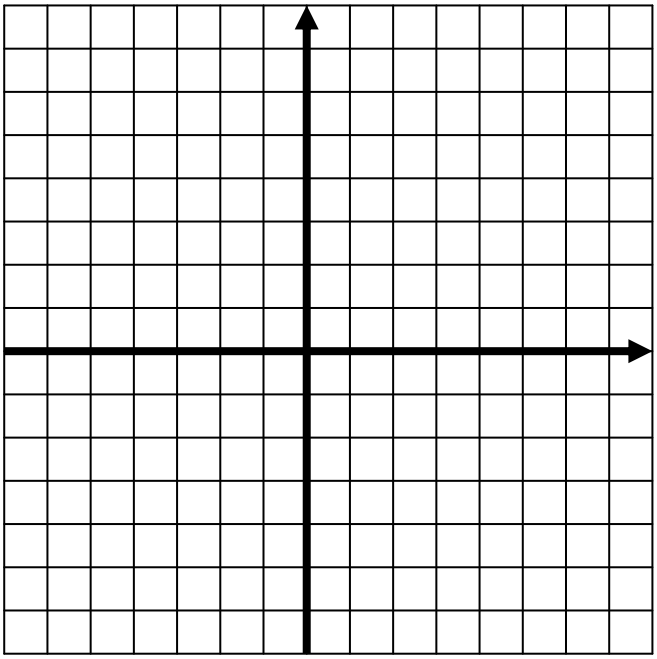
```
glMatrixMode(ModelView);
glLoadIdendity();

glPushMatrix();
    glTranslate(-3, 4, 0);

    glPushMatrix();
        glScale(2,2,1);
        glDrawCircle();
    glPopMatrix();

    glPushMatrix();
        glTranslate(0.5,0.5,0);
        glScale(0.5, 0.5, 1);
        glDrawCircle();
    glPopMatrix();

    glPushMatrix();
        glTranslate(-0.5,0.5,0);
        glScale(0.5, 0.5, 1);
        glDrawCircle();
    glPopMatrix();

    glPushMatrix();
        glScale(0.5,0.5,1);
        glDrawSpline();
    glPopMatrix();
glPopMatrix();
```



```
glPushMatrix();
    glTranslate(3, 4, 0);

    glPushMatrix();
        glScale(2,2,1);
        glDrawCircle();
    glPopMatrix();

    glPushMatrix();
        glTranslate(0.5,0.5,0);
        glScale(0.5, 0.5, 1);
        glDrawCircle();
    glPopMatrix();

    glPushMatrix();
        glTranslate(-0.5,0.5,0);
        glScale(0.5, 0.5, 1);
        glDrawCircle();
    glPopMatrix();

    glPushMatrix();
        glTranslate(0, -2, 0);
        glRotate(180, 0, 0, 1);
        glScale(0.5,0.5,1);
        glDrawSpline();
    glPopMatrix();
glPopMatrix();
```