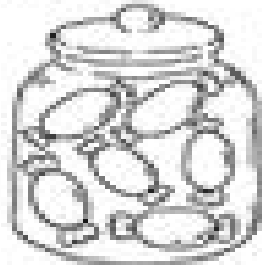




# Inside

✓ if something is inside.



Draw a circle inside the square.

