(3 pts each, 39 pts total) For each loop shown on the next page, give the number of the matching picture (#1 through 13). Note, each number is used exactly once.

For all, assume the size and color of the window is set using only the following commands:

```java
size(100,100);
rectMode(CORNER); // This is the default. It is included here
    // just to make sure it is clear that this
    // is the setting.
background(175);
```
1. for (int i = 0; i < width; i = i+20) {
    rect(i, height/2, 10, 10);
}

2. for (int i = height; i > 0; i = i-20) {
    rect(width/2, i, 10, 10);
}

3. for (int i = 0; i < height/2; i = i+20) {
    rect(i, i, 10, 10);
    rect(i, i, 10, 10);
}

4. for (int i = 0; i < 4; i = i+20) {
    rect(i, i, 10, 10);
}

5. for (int i = width; i > width; i = i-20) {
    rect(i, 0, 10, 10);
}

6. for (int i = 0; i < width; i = i+20) {
    rect(0, 0, i, i);
}

7. for (int i = 0; i < height; i = i+10) {
    rect(i, i, 10, 10);
}

8. for (int i = 0; i < 4; i = i+1) {
    rect(20*i, 20*i, 10, 10);
}

9. for (int i = 0; i < height; i = i-20) {
    rect(i, 0, 10, 10);
}

10. for (int i = 0; i < width; i = i+20) {
    for (int j = 0; j < height; j = j+20) {
        rect(i, j, 10, 10);
    }
}

11. for (int i = 0; i < width; i = i+20) {
    for (int j = 0; j < height; j = j+20) {
        if (i > height/2) {
            rect(i, j, 10, 10);
        }
    }
}

12. for (int i = 0; i < width; i = i+20) {
    for (int j = height/2; j < height; j = j+20) {
        rect(i, j, 10, 10);
    }
}

13. for (int i = 0; i < width/2; i = i+20) {
    for (int j = height/2; j < height; j = j+20) {
        rect(i, j, 10, 10);
    }
}