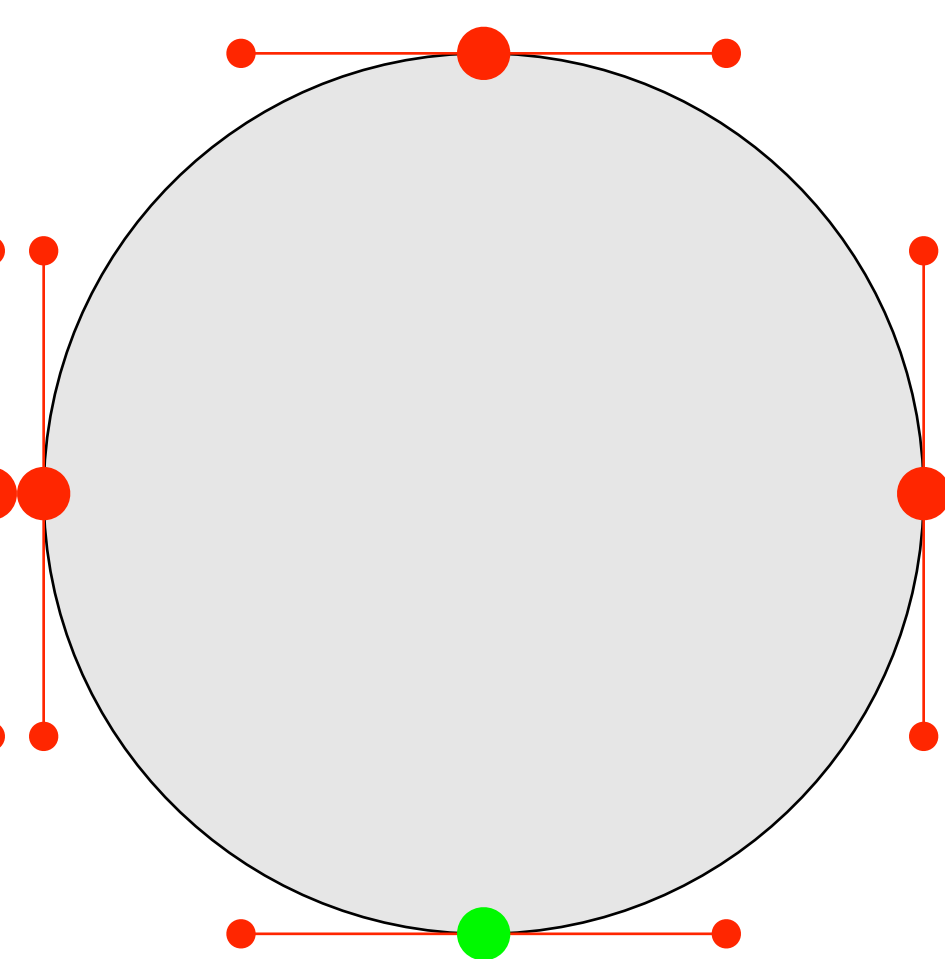


oval

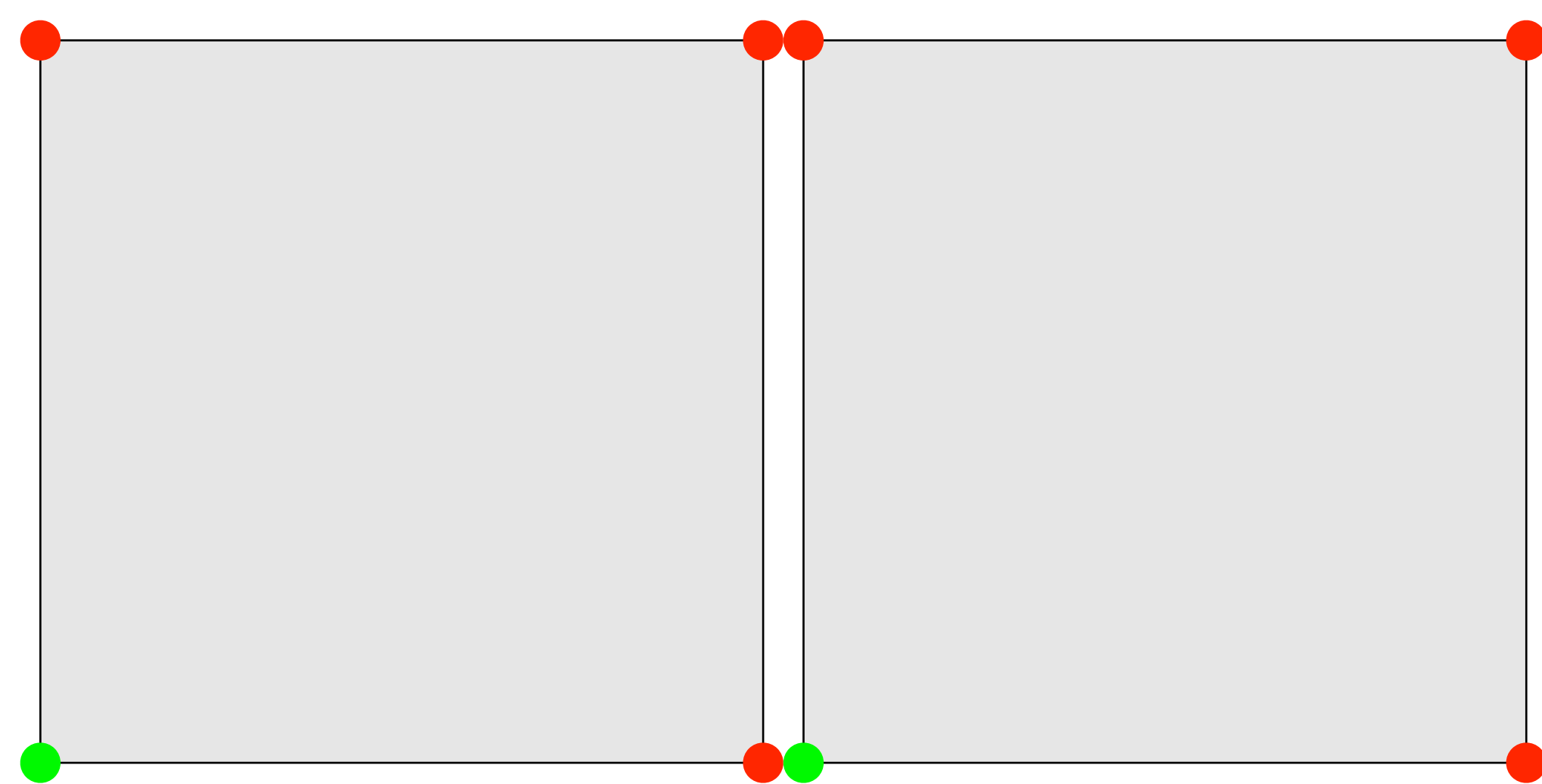


union

xor

difference

intersection



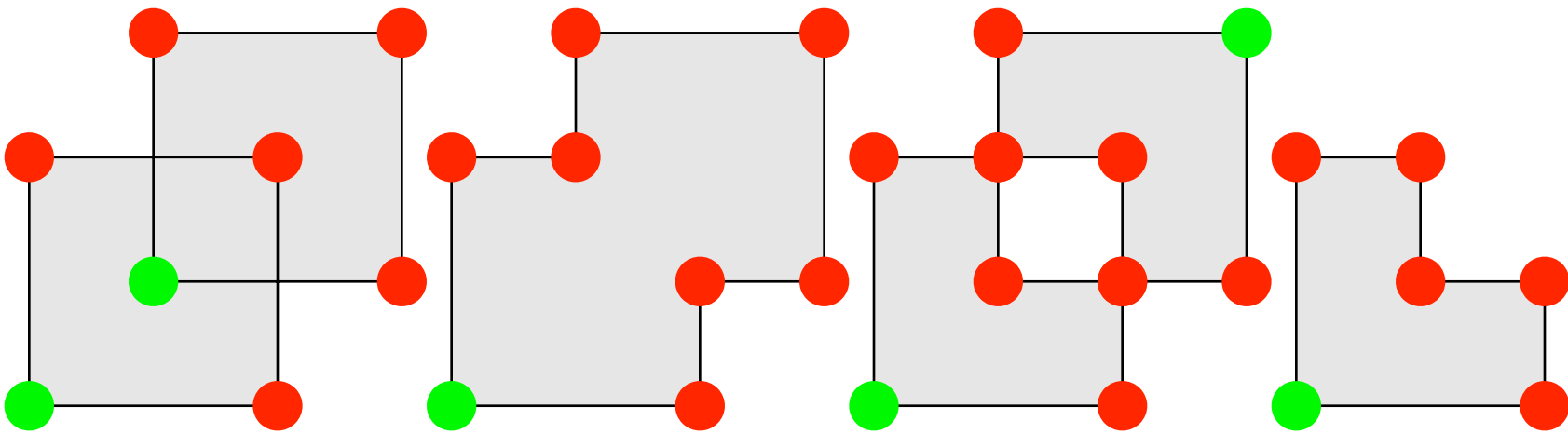
rect

union

xor

difference

intersection



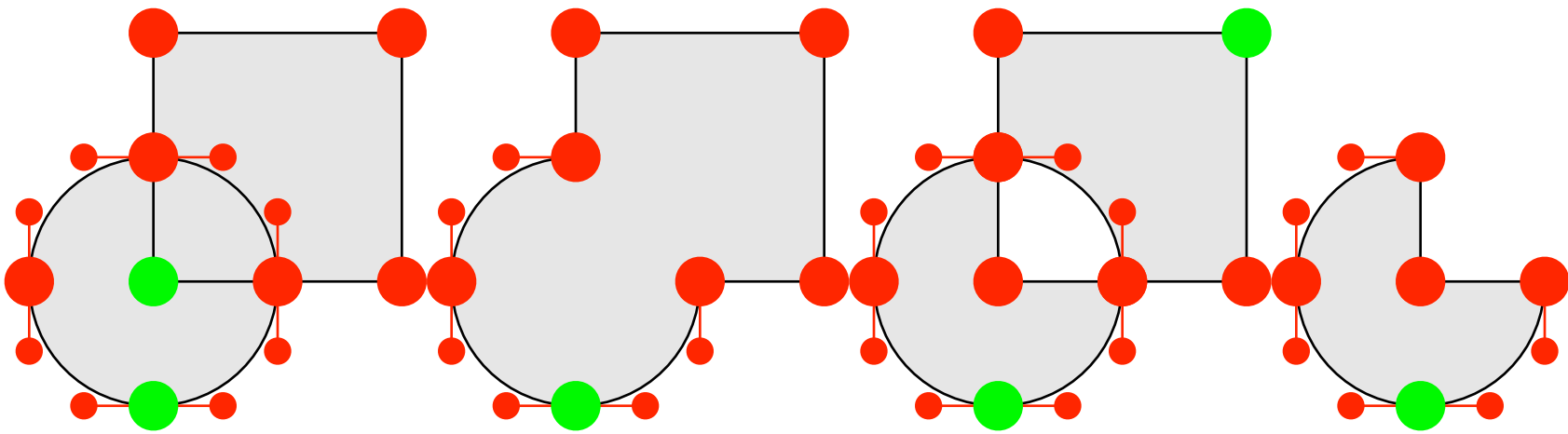
rectRect

union

xor

difference

intersection

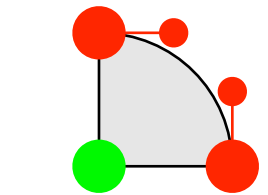


ovalRect

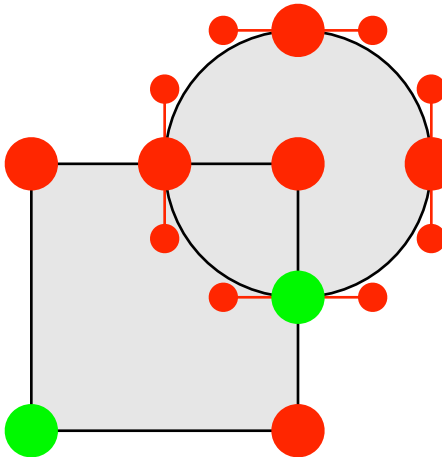
union

xor

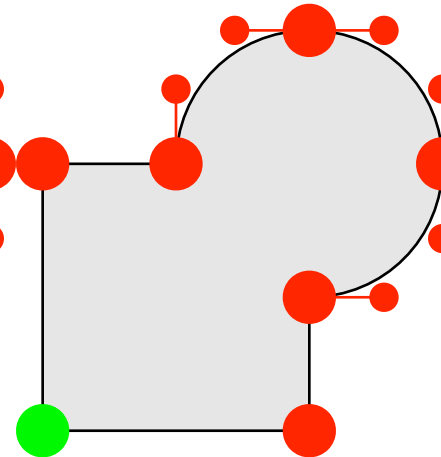
difference



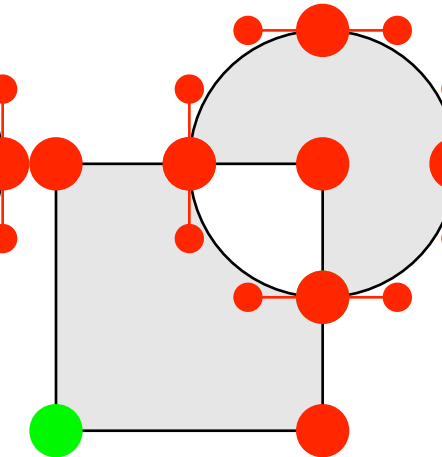
intersection



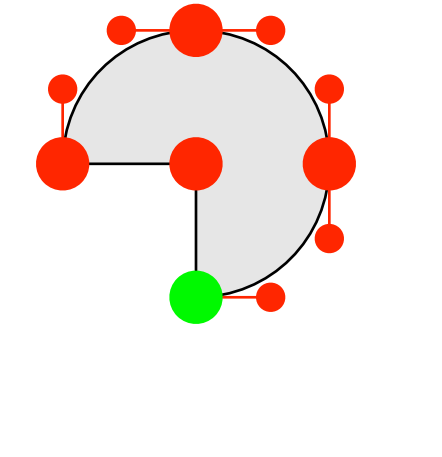
rectOval



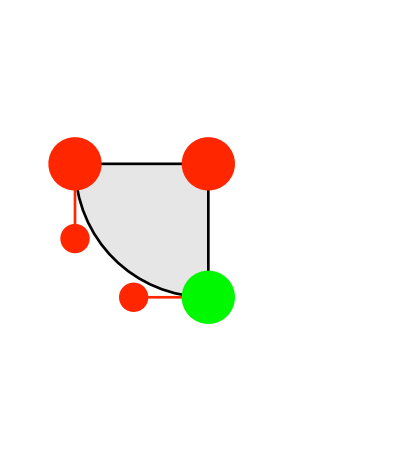
union



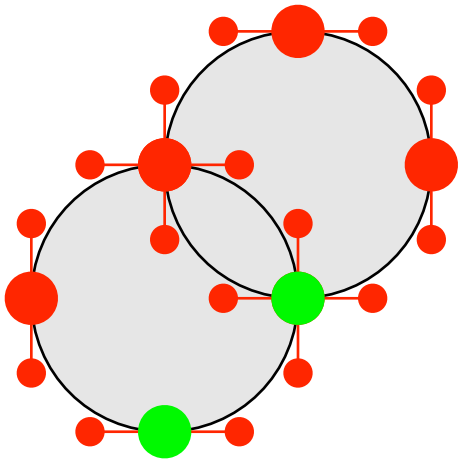
xor



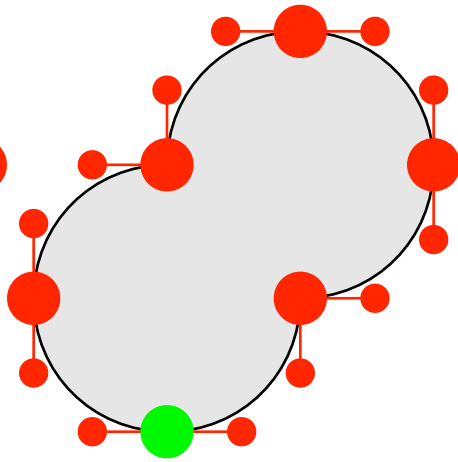
difference



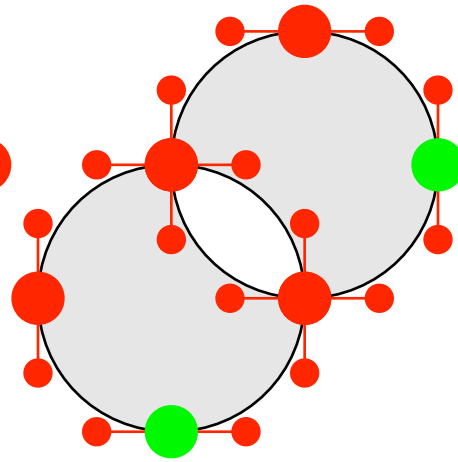
intersection



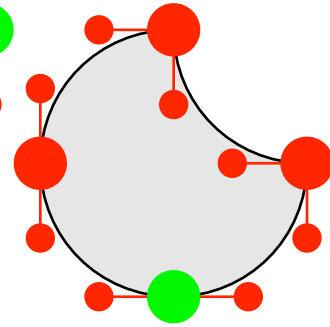
ovalOval



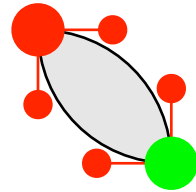
union



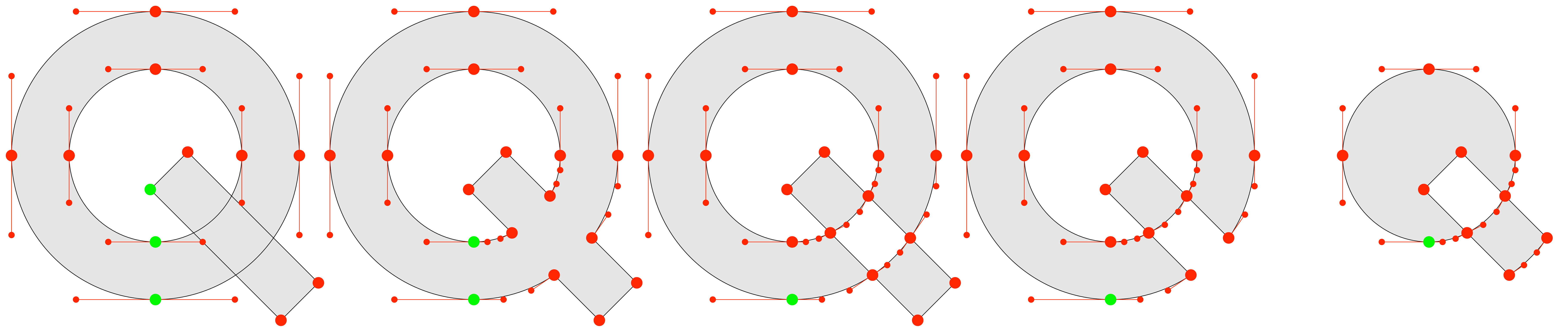
xor



difference



intersection



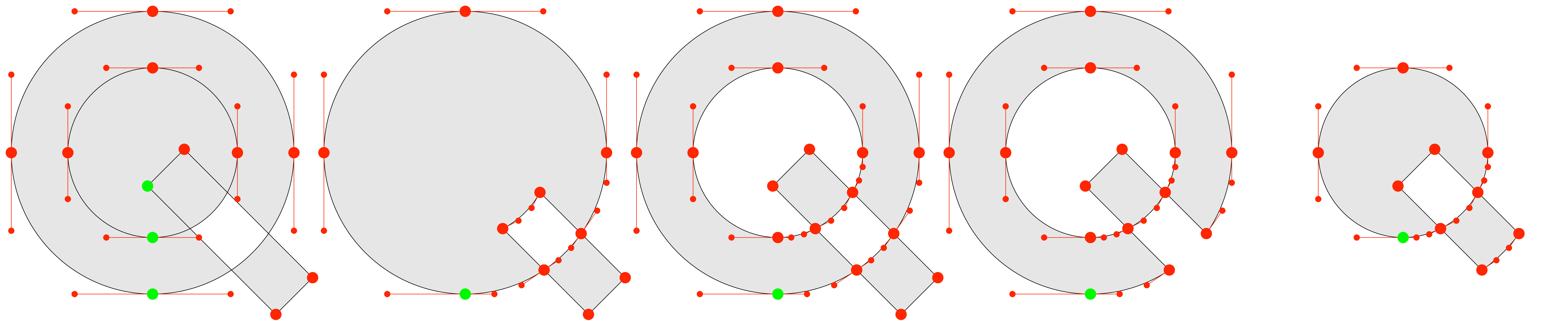
Q

union

xor

difference

intersection



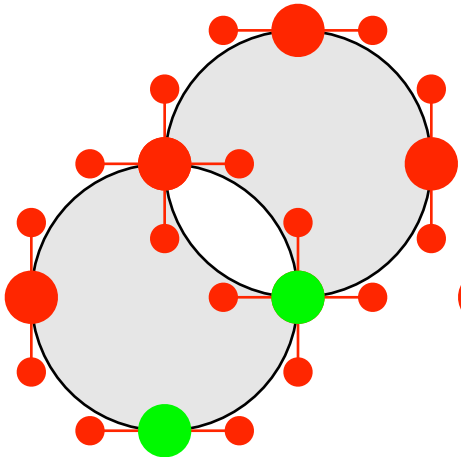
QTail_reversed

union

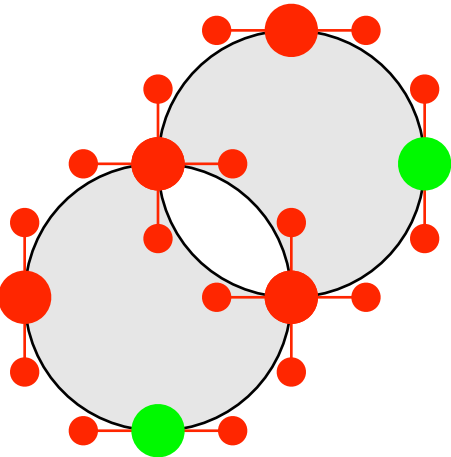
xor

difference

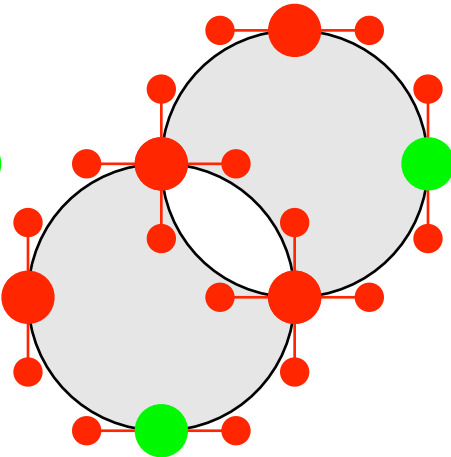
intersection



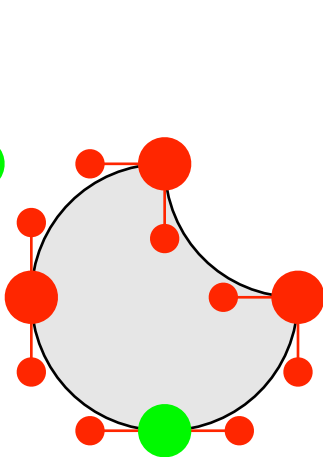
ovalOval_reversed



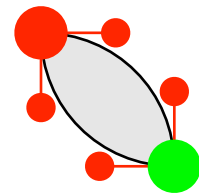
union



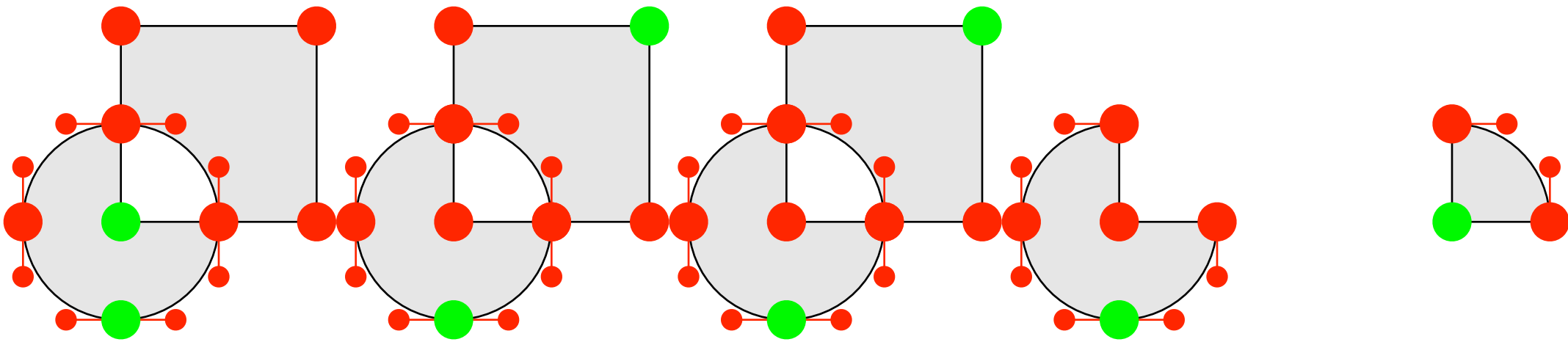
xor



difference



intersection



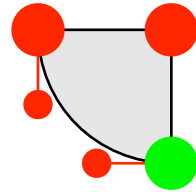
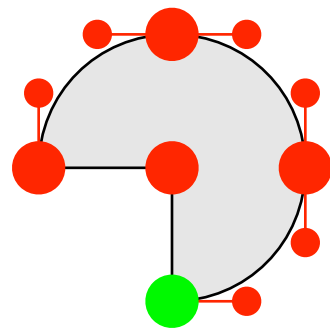
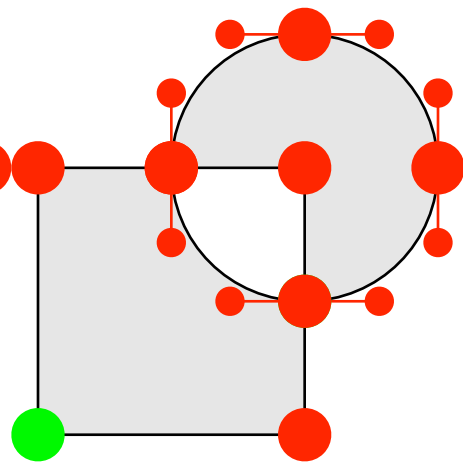
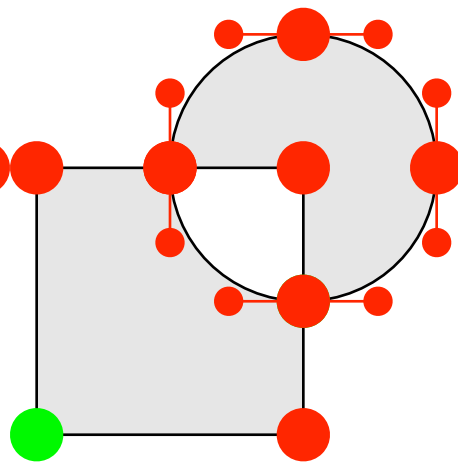
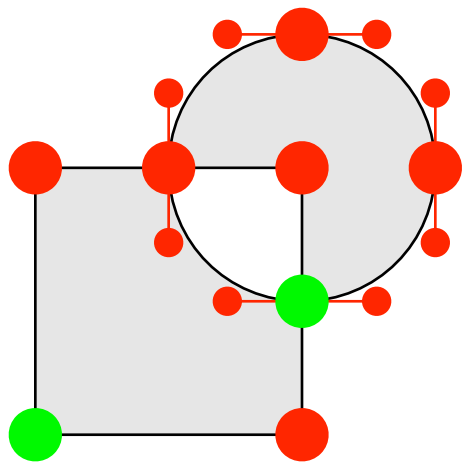
ovalRect_reversed

union

xor

difference

intersection



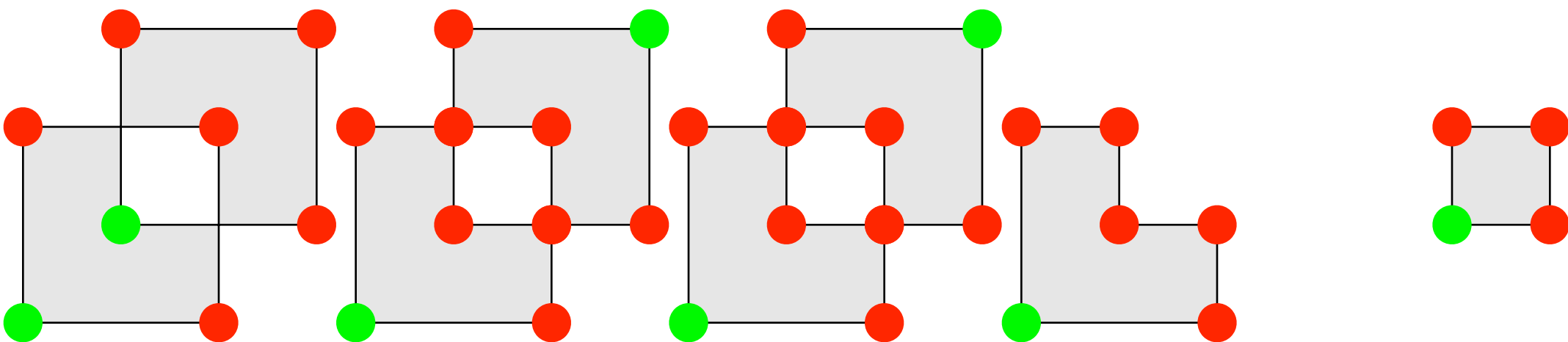
rectOval_reversed

union

xor

difference

intersection



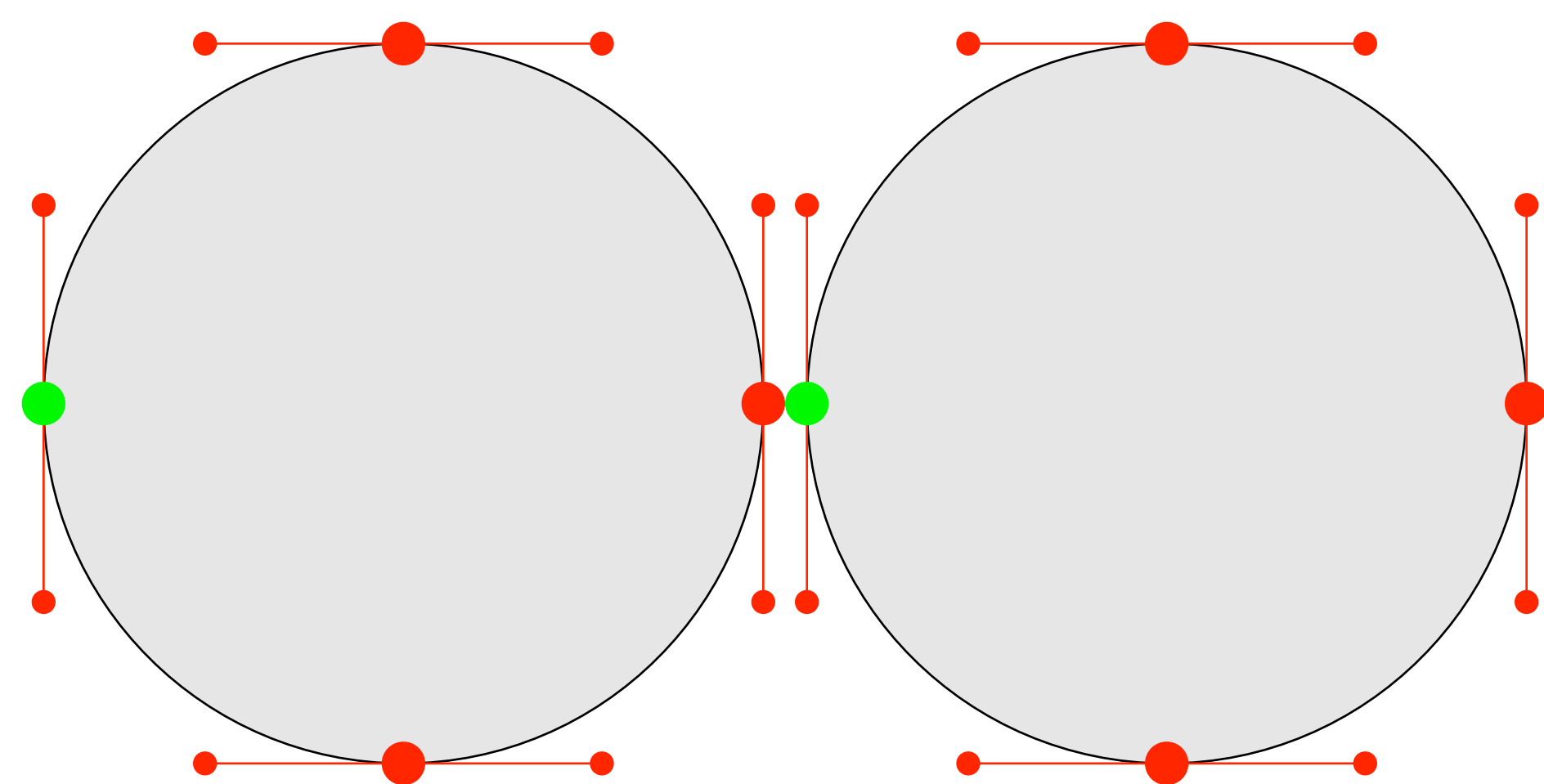
rectRect_reversed

union

xor

difference

intersection



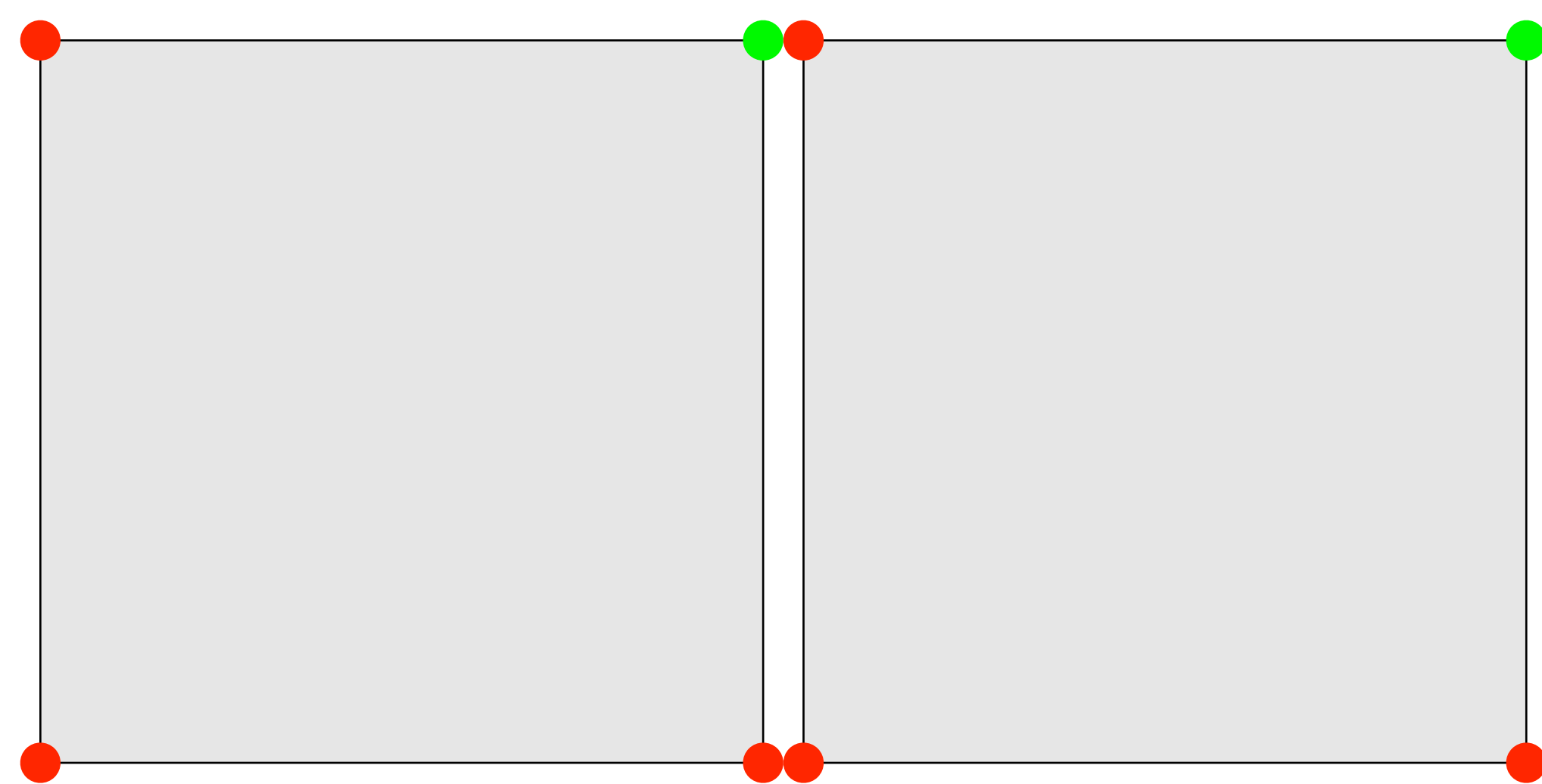
oval_differentStartPoint

union

xor

difference

intersection



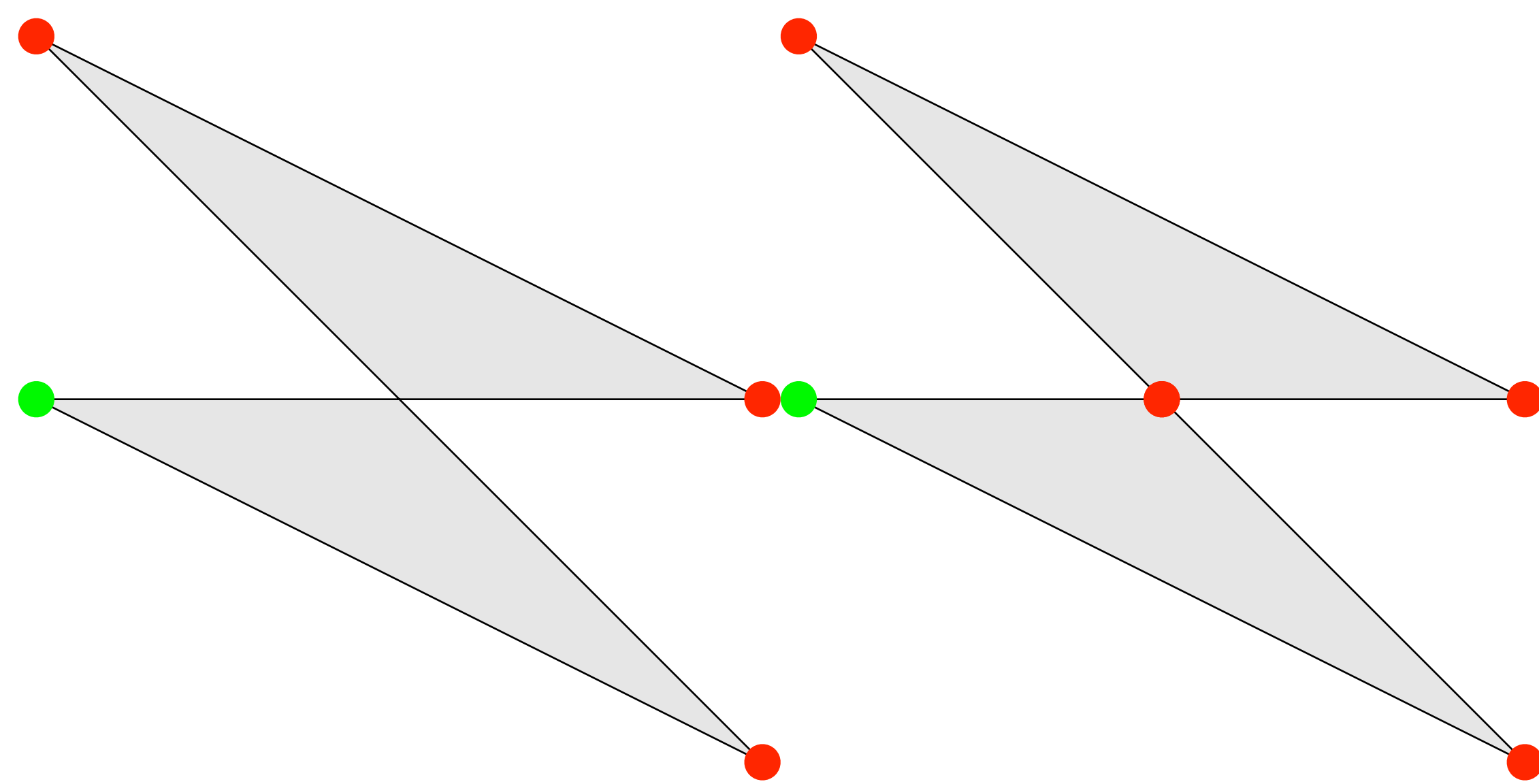
rect_differentStartPoint

union

xor

difference

intersection



zeroAreaSelfIntersecting

union

xor

difference

intersection