

```
/y0 i yw mul def %y-p
```

```
L* setcolor %CIE
```

```
x0 y0 colqua fill %xy0
```

```
L* 50 eq {100 setcolor %spe
```

```
x0 y0 colqua stroke} if %xy0
```

```
L* 4 string cvs dup stringwi
```

```
pop x0 exch sub 20 sub
```

```
y0 100 add moveto
```

```
100 setcolor show
```

```
} for %end loop j
```

```
} for %end loop i
```

```
showpage
```