

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

```
L* setcolor %CIE  
x0 y0 colqua fill %xy0
```

```
L* 50 eq {100 setcolor %Son  
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 %Ende Schleife j  
} for %Ende Schleife i
```

```
showpage
```