D1 Rectangle Graphics

A primitive way of producing graphics in MATLAB is to use the rectangle command.

Sample usage is

```matlab
rectangle( 'Position', [5,2,10,20], 'FaceColor', 'y' , 'EdgeColor', 'r' )
```

This creates a rectangle whose lower-left corner is at (5, 2) and whose size is 10 × 20. The rectangle is filled with yellow, but its edge is red.

The FaceColor defaults to white and the EdgeColor defaults to black. One can also use more general colors, using several formats. For example the hex code for Clemson orange is #F56600 (use in a string).

Unlike other graphics commands, such as plot, it does not start a new picture each time. So one can use this primitive idea to build up a picture using rectangles as pixels. (There are better ways to produce graphics!) Here is code to produce flag of Benin.

```matlab
[drawBenin.m]
```