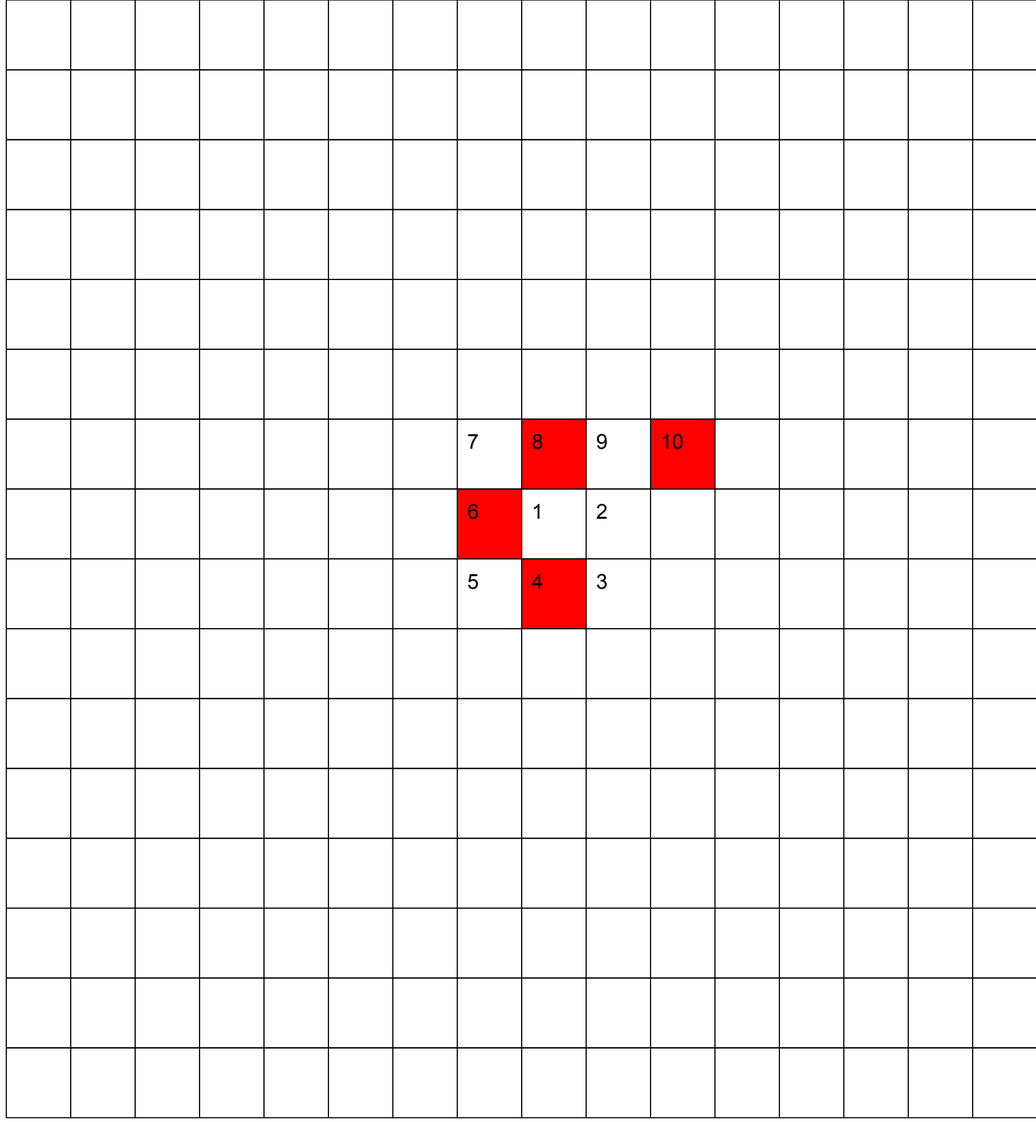
1)20;20
2)21;20
3)21;19;
4)20;19;
5)19;19
6)19;20
7)19;21

```c
void prostaya_spiral(struct point shade1, struct point shade2)
{
    int x,y,i,g,num=2;
    y=HEIGHT/2;
    x=WIDTH/2;
    int x1=x,y1=y,x2=x,y2=y;
    //printf("x=%d y=%d\n",x,y);
    for(i=1;i<200+1;i++)
    {
        if(i%2==0)
        {
            x1=x1-i;
            y1=y1+i;
            for(g=x2;g>x1+1;g--)
            {
                x2=x2-1;
                printf("x=%d y=%d\n",x2,y2);
                if(prostoe_ch(num)==1)
                    paintpoint(x2,y2,shade1);
                else
                    paintpoint(x2,y2,shade2);
                printf("num=%d prostota=%d\n",num,prostoe_ch(num));
                num++;
            }
            for(g=y2;g<y1-1;g++)
            {
                y2=y2+1;
                printf("x=%d y=%d\n",x2,y2);
                if(prostoe_ch(num)==1)
                    paintpoint(x2,y2,shade1);
                else
                    paintpoint(x2,y2,shade2);
                printf("num=%d prostota=%d\n",num,prostoe_ch(num));
                num++;
            }
        }
        else
        {
            x1=x1+i;
            y1=y1-i;
            for(g=x2;g<x1-1;g++)
            {
                x2=x2+1;
                printf("x=%d y=%d\n",x2,y2);
                if(prostoe_ch(num)==1)
                    paintpoint(x2,y2,shade1);
                else
                    paintpoint(x2,y2,shade2);
                printf("num=%d prostota=%d\n",num,prostoe_ch(num));
                num++;
            }
            for(g=y2;g>y1+1;g--)
            {
                y2=y2-1;
                printf("x=%d y=%d\n",x2,y2);
                if(prostoe_ch(num)==1)
                    paintpoint(x2,y2,shade1);
                else
                    paintpoint(x2,y2,shade2);
                printf("num=%d prostota=%d\n",num,prostoe_ch(num));
                num++;
            }
        }
        //printf("x=%d y=%d\n",x1,y1);
    }
}
```