

```
87
88     A = collectBreps;
89 }
90
91 // <Custom additional code>
92 private Random rnd = new Random();
93
94 private Rectangle3d CreateRectangles(int i, int k)
95 {
96     // -- create a rectangle
97     int maxRnd = 10;
98     double width = 1.0 + rnd.Next(0, maxRnd);
99     double height = 1.0 + rnd.Next(0, maxRnd);
100     Point3d refPt = new Point3d(i * (maxRnd + 1.1),
101                                k * (maxRnd + 1.1), 0);
101     Point3d cornerA = new Point3d(refPt.X - (0.5 * width),
102                                   refPt.Y - (0.5 * height), 0);
102     Point3d cornerB = new Point3d(refPt.X + (0.5 * width),
103                                   refPt.Y + (0.5 * height), 0);
103
104     Rectangle3d myRect = new Rectangle3d(Plane.WorldXY,
105                                           cornerA, cornerB);
105     return myRect;
106 }
```