Camel Tangram

1. Copy code from https://steamcoded.org/lessons/cameltangram.svg.txt
   Paste code into a text editor, save the file, and open it in a browser

2. Add a transform attribute to each of the 7 elements with ids s1 to s7 to
   rotate, translate, and/or reflect the tile to fit the tangram

3. Start with id="s1" and remove the word hide from the class attribute which will show the element

4. Determine how to transform the element to fit correctly in the camel outline. Reference the
   Camel Tangram image at https://steamcoded.org/tangrams/camel.svg

5. Continue with id="s2" and so on for each of the 7 elements

Note: Elements that are not on the grid lines are adjusted by +/- 8.6 to properly align, so
      if an element is 50 plus something less than 10, it would be 58.6 and
      if an element is -50 plus something less than 10, it would be -41.4