**1. Decomposition**

* The artwork has a solid blue rectangular background centered on a white canvas.
* There are six squares in total, arranged in a 2x3 grid within the blue background.
* Three squares are black, and three are green. The squares are positioned in a specific arrangement: alternating colors between black and green.

**2. Pattern Recognition**

* The squares follow a structured 2x3 grid format.
* The squares alternate between black and green. Specifically:
* The top row has two black squares, followed by one green square.
* The bottom row has one green square, one black square, and another green square.
* Each square is equally spaced from its neighbors and has uniform dimensions.

**3. Abstraction**

* A blue rectangle centered on a white background.
* Six squares of two colors (black and green) arranged in a 2x3 grid.
* Variations in textures, if any, are not crucial to the composition.
* Minor imperfections in the alignment may not be essential to recreate the structure.
* The artwork can be represented by three key attributes: a central blue rectangle, grid positioning of squares, and a color pattern for each square in the grid.

**4. Algorithm Design**

* Define a canvas with enough space for margins around a central rectangle.
* Place a blue rectangle in the center of the canvas with predefined dimensions.
* Use a nested loop to draw squares in a 2x3 grid within the blue rectangle.
* Assign colors based on their position in the grid to match the color pattern.
* Render the blue background and squares on the canvas, ensuring proper alignment and spacing.