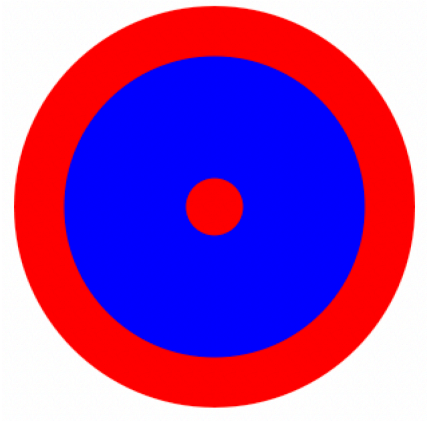
First Racket Programming Assignment Specification

Tasks

1. Working within the DrRacket PDE, do the following:
   (a) Mimic the Interactions session that I provided by way of introduction to numeric computations (the one featuring all of those 9s being multiplied together).
   (b) Mimic the Interactions session that I provided to solve the Scrap problem.
   (c) Mimic the Interactions session that I provided to illustrate the Scrap problem situation.
   (d) Engage in an Interactions session to illustrate the Target problem situation, by which I mean write instructions to paint the target.
   (e) Engage in an Interactions session to solve the Target problem.
2. Craft a nicely structured document that contains representations of each of the five tasks that you were just asked to do. Moreover, be sure to title the document, and place a "learning abstract" just after the title.
3. Post your document to you web work site.

The Target Problem

A "target" consists of a red disc of some diameter, containing a blue disc of diameter 3/4 that of the bigger disc, which, in turn, contains another red disk, this one of diameter 1/7 that of the biggest disc. To clarify, you should be thinking something like this:



What percentage of the target is red?

Due Date

Please complete your work on this assignment, and post your work to your web work site, by the beginning of class on Wednesday, September 1, 2021.