Racket Programming Assignment #1: First Interactions

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Learning Abstract: This assignment features simple programming methods and calculations in DrRacket. In this assignment I learned how to do simple numeric processing, as well as declaring variables to make everything compute how it should.

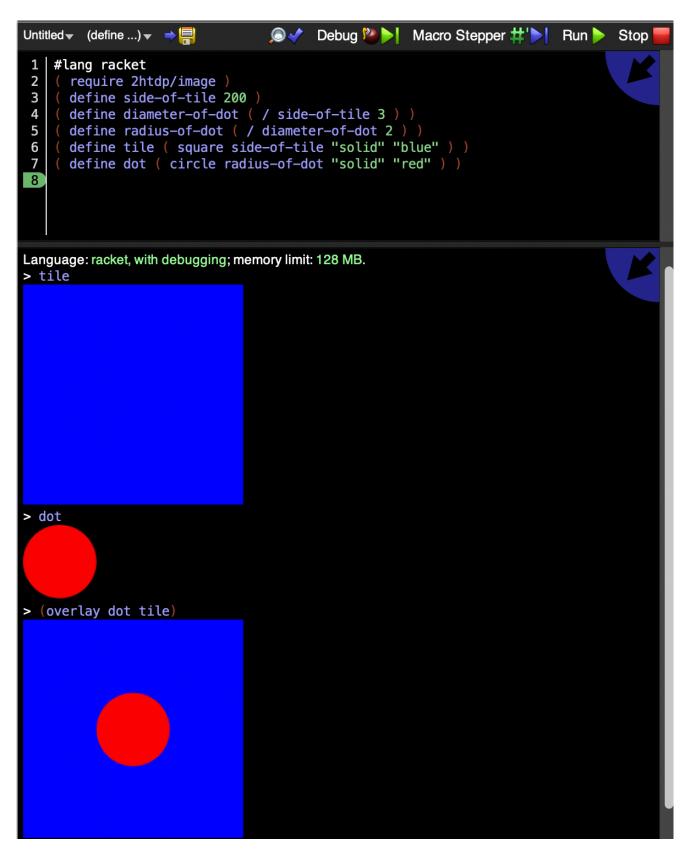
Simple Numeric Processing

```
Untitled 		 (define ...) 		
                                        Debug Macro Stepper # Run Stop
 1 | #lang racket
Welcome to DrRacket, version 8.6 [cs].
Language: racket, with debugging; memory limit: 128 MB.
> 55.2
3.141592653589793
> ( * 3 8 )
> ( + ( * 3 8 ) 6 )
> ( expt 2 8 )
> ( * pi ( expt 7 2 ) )
153.93804002589985
> ( expt 9 50 )
515377520732011331036461129765621272702107522001
```

Solution to the blue and red tile area problem

```
Debug 🎾 📐
                                                     Macro Stepper #
Untitled ▼ (define ...) ▼ ⇒ 🗐
                                  Run 🕨
                                                                                  Stop
    #lang racket
 2
      define side-of-tile 200 )
 3
      define diameter-of-dot ( / side-of-tile 3 ) )
 4
      define radius-of-dot ( / diameter-of-dot 2 ) )
 5
     define total-tile-area ( expt side-of-tile 2 ) )
 6
      define red-dot-area ( * pi ( expt radius-of-dot 2 ) )
 7
      define blue-tile-area ( - total-tile-area red-dot-area ) )
Welcome to DrRacket, version 8.6 [cs].
Language: racket, with debugging; memory limit: 128 MB.
> side-of-tile
200
> diameter-of-dot
66\frac{2}{3}
> radius-of-dot
> total-tile-area
40000
> red-dot-area
3490.658503988659
> blue-tile-area
36509.341496011344
> 5
```

Painting the blue and red tile



Painting the blue and red concentric disks image

```
Untitled▼ (define ...)▼ ⇒ 🥞
                                       Debug Macro Stepper #
                                                                        Run
                                                                               Stop
    #lang racket
      require 2htdp/image )
 3
     define diameter-of-dot 200)
     define radius-of-dot ( / diameter-of-dot 2 ) )
     define dot ( circle radius-of-dot "solid" "blue" ) )
 5
 6
    (define diameter-of-dot1 160)
     define radius-of-dot1 ( / diameter-of-dot1 2 ) )
 8
    define dot-1 ( circle radius-of-dot1 "solid" "red" ) )
    (define diameter-of-dot2 120)
10
     define radius-of-dot2 ( / diameter-of-dot2 2 ) )
    define dot-2 ( circle radius-of-dot2 "solid" "blue" ) )
11
    (define diameter-of-dot3 80)
12
13
    ( define radius-of-dot3 ( / diameter-of-dot3 2 ) )
     define dot-3 ( circle radius-of-dot3 "solid" "red" ) )
14
15
    (define diameter-of-dot4 40)
16
    ( define radius-of-dot4 ( / diameter-of-dot4 2 ) )
    ( define dot-4 ( circle radius-of-dot4 "solid" "blue" ) )
Welcome to DrRacket, version 8.6 [cs].
Language: racket, with debugging; memory limit: 128 MB.
> (overlay dot-4 (overlay dot-3 (overlay dot-2 (overlay dot-1 dot) ) )
```

Computing the area of the concentric disks image which is blue

```
Debug Macro Stepper # Run
total area.rkt ▼ (define ...) ▼
                                Stop
    #lang racket
 2
      define blue1r 100)
      define blue1 ( * pi (expt blue1r 2 ) )
 4
     define red1r 80 )
     define red1 ( * pi (expt red1r 2 ) ) )
 5
      define bigblue ( - blue1 red1 ) )
 6
      define blue2r 60 )
 8
     define blue2 ( * pi ( expt blue2r 2 ) )
 9
      define red2r 40 )
    define red2 ( * pi (expt red2r 2 ) ) )
10
11
    ( define medblue ( - blue2 red2 ) )
12
     define blue3r 20)
     define lilblue ( * pi ( expt blue3r 2 ) )
13
14
    (define total-blue ( + bigblue medblue lilblue) )
Welcome to DrRacket, version 8.6 [cs].
Language: racket, with debugging; memory limit: 128 MB.
> total-blue
18849.55592153876
>
```