The first part of this assignment was to copy what was shown to us on Racket and to understand the syntax of what was shown.

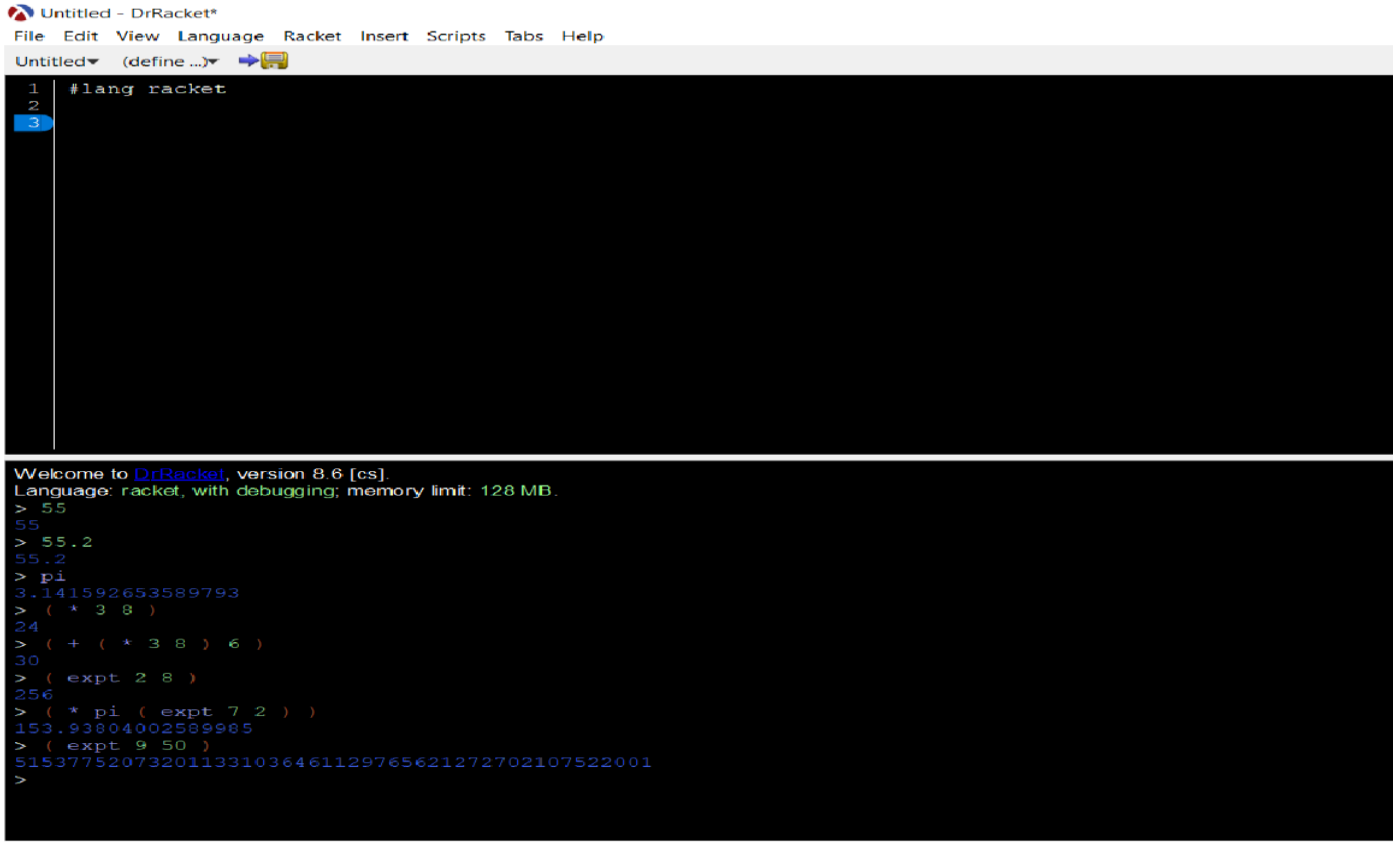
The second part of this assignment was to again copy what was shown but this time we introduced to functions/definitions. We defined the size of a square tile which we then used as a base to compute the sizes, radius', diameters, and areas of other defined shapes.

The third part of this assignment introduces imaging. We painted a red dot and blue tile and then used a built-in function to overlay the red dot on the blue tile.

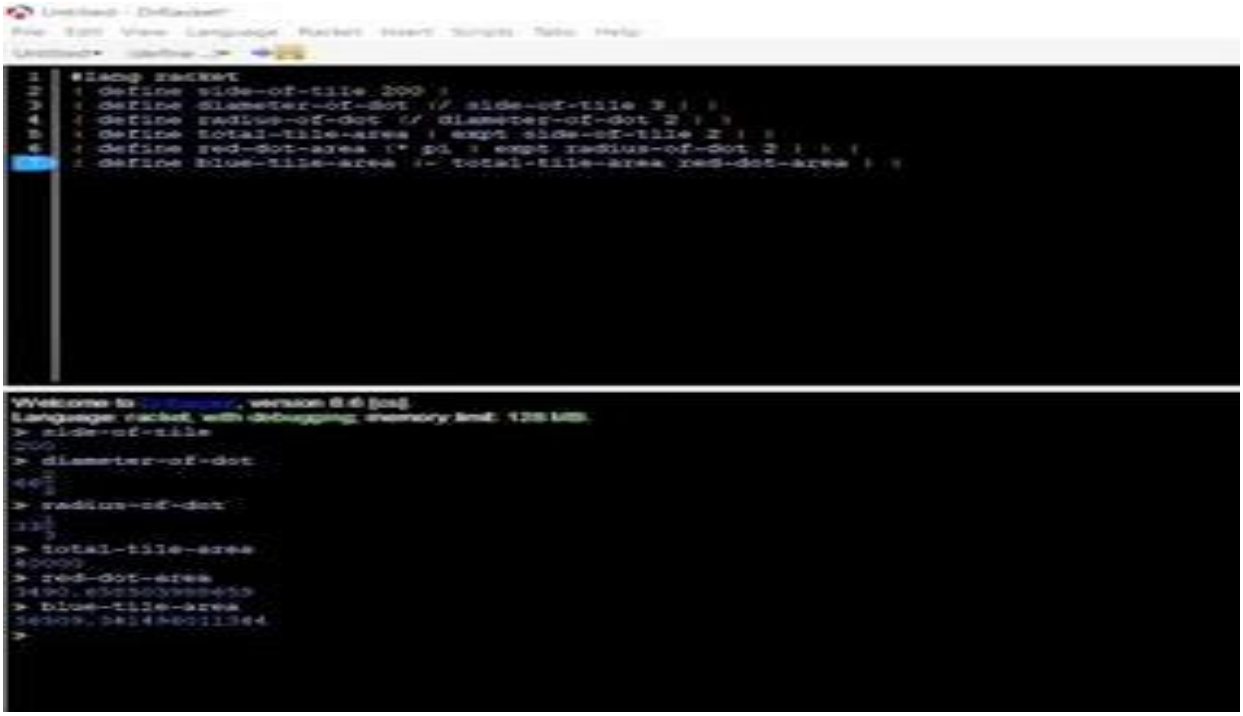
The fourth part requires us to paint a target with the skills we learned and used in the last three parts. We were given a base radius of 200 which I then used to compute the rest of the circles.

The final part asked us to calculate the area of the blue circles. To accomplish this, I defined each individual area, then added up all the red and blue areas together respectively, then subtracted the red and blue areas to get my final answer.

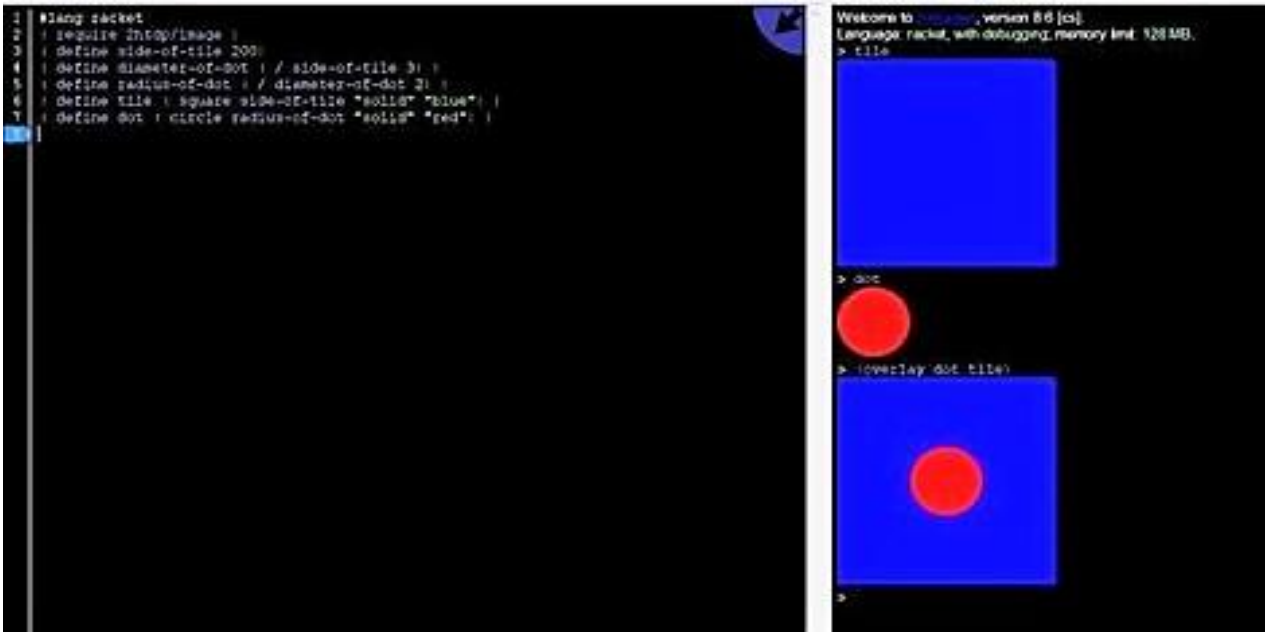
Task A: Numeric Computations



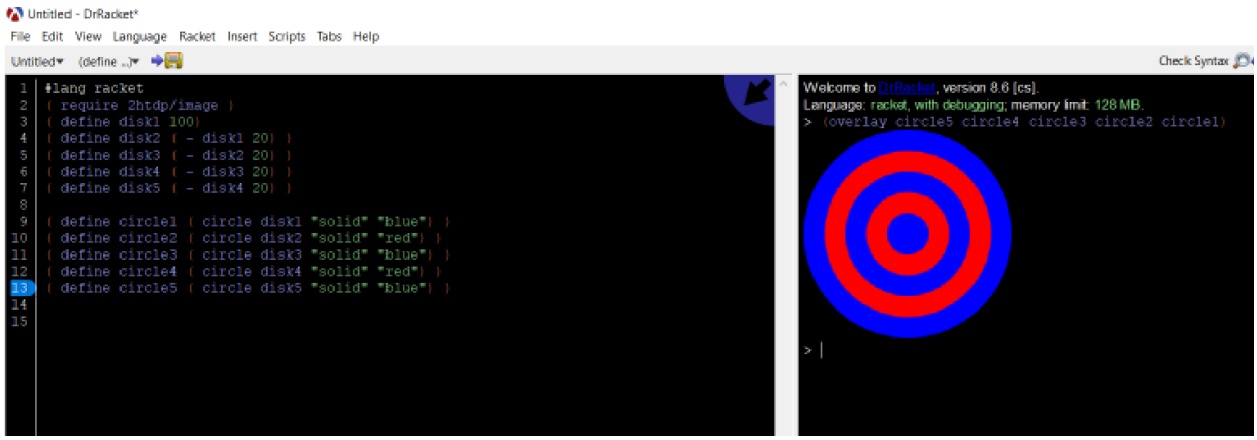
Task B: Solution to the area problem



Task C: Illustration of the area problem situation



Task D: Circles Image



Task E: Compute area of circle image