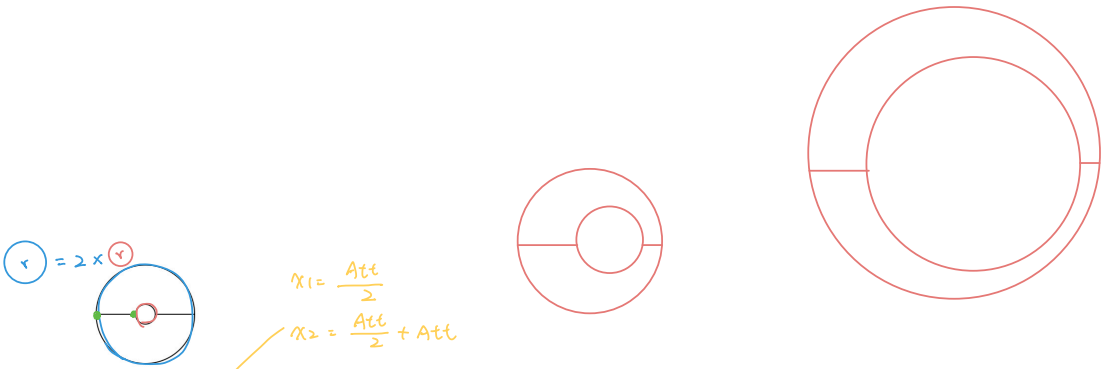
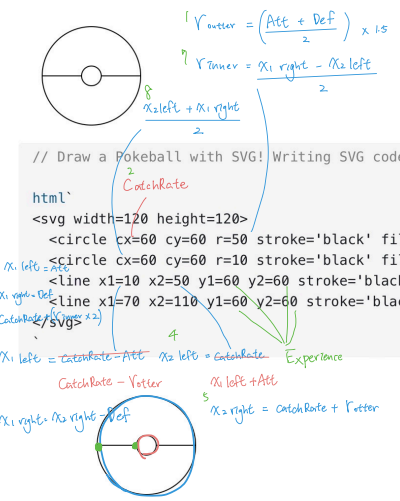


```
// Draw a Pokeball with SVG! Writing SVG code is exacly like writing HTML code

html`
<svg width=120 height=120>
  <circle cx=60 cy=60 r=50 stroke='black' fill='none' /> <!-- outter circle -->
  <circle cx=60 cy=60 r=10 stroke='black' fill='none' /> <!-- inner circle -->
  <line x1=10 x2=50 y1=60 y2=60 stroke='black' />        <!-- left horizontal bar -->
  <line x1=70 x2=110 y1=60 y2=60 stroke='black' />       <!-- right horizontal bar -->
</svg>
`
```



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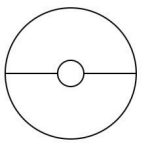

* cy 별 Experience

```
<circle cx=60 cy=60 r=50 stroke='black' fill='none' /> <!-- outter circle -->
```

① CatchRate ② $r_{otter} = \left(\frac{Att + Def}{2}\right) \times 1.5$

```
<circle cx=60 cy=60 r=10 stroke='black' fill='none' /> <!-- inner circle -->
```

⑧ $cx_{inner} = \frac{left\ x_2 + right\ x_1}{2}$ ⑪ $r_{inner} = \frac{right\ x_1 - left\ x_2}{2}$

```
<line x1=10 x2=50 y1=60 y2=60 stroke='black' />        <!-- left horizontal bar -->
```

④ $left\ x_2 = left\ x_1 + Att$

③ $left\ x_1 = CatchRate - r_{otter}$

```
<line x1=70 x2=110 y1=60 y2=60 stroke='black' />       <!-- right horizontal bar -->
```

⑤ $right\ x_2 = CatchRate + r_{otter}$

⑥ $right\ x_1 = right\ x_2 - Def$