

## Distance:

The Player is at (4, 2) and the Target is at (0, 5).

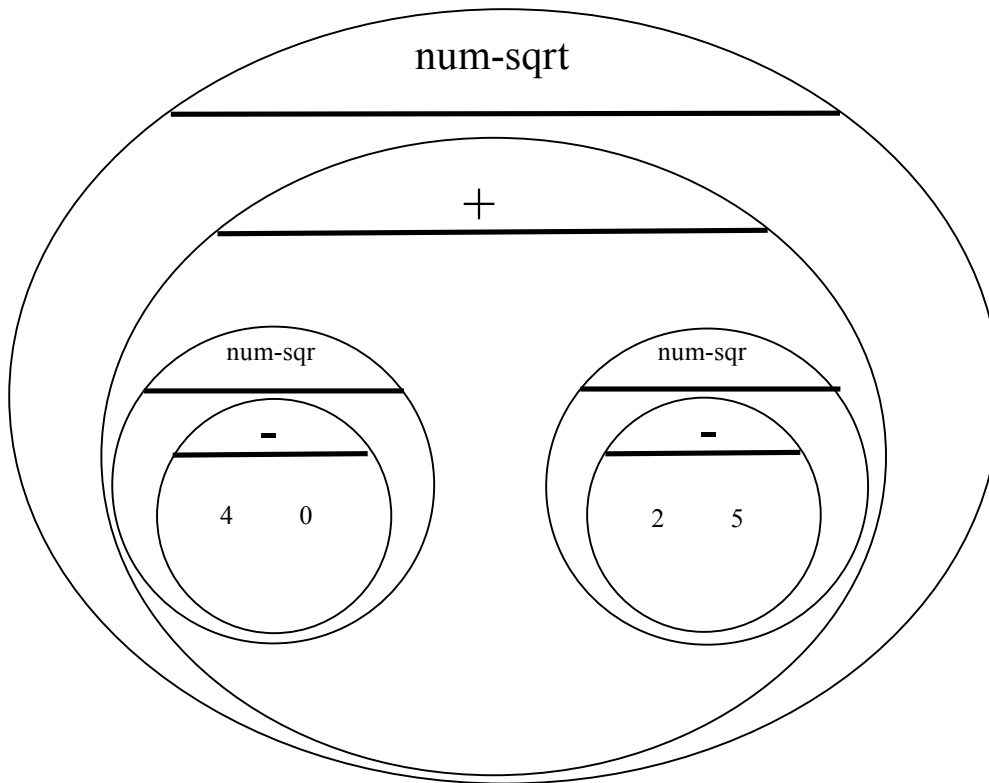
Distance takes in the player's x, player's y, character's x and character's y.

Use the formula below to fill in the EXAMPLE:

$$\sqrt{(4 - 0)^2 + (2 - 5)^2}$$

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Convert it into a Circle of Evaluation. (We've already gotten you started!)



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Convert it into Pyret code:

```
num-sqrt(num-sqr(4 - 0) + num-sqr(2 - 5))
```