## Exercise 1.12.1: Snowman

## Write a program that has Tracy draw a snowman.

Make sure your snowman:

- Is made of three gray circles

- Is sized based off user input. You should ask the user for the radius of the bottom of the snowman’s body. The middle circle should have a radius that is half the bottom and the top should have a radius that is half the middle.

*Example:*

- The bottom has a radius of 100

- The middle has a radius of 50

- The top has a radius of 25

*Hints:*

*- It would be helpful to draw out a few scenarios based off different user input and determine a correlation before coding.*

*- Determine where Tracy needs to move in order to get on top of a circle to draw the next one!*

*- Be sure to use a function to draw each part of the snowman!*