## Exercise 11: Dartboard

## Write a program that draws a dartboard.

Make sure your dartboard:

- Consists of 4 concentric circles

- Has the center circle placed in the middle of the canvas with a radius of 25

- Has three circles surrounding the middle, that each increase in radius by 25 pixels

- Use a variable called radius to control the radius of the circles

*Hints:*

*- Determine how to draw one circle that is centered on the canvas and then add the other circles using the same function.*

*- The circle radii are getting 25 pixels larger each time, so find a way to move Tracy to the correct position before drawing each circle so they are centered!*