The Distance Between (0, 2) and (4, 5)

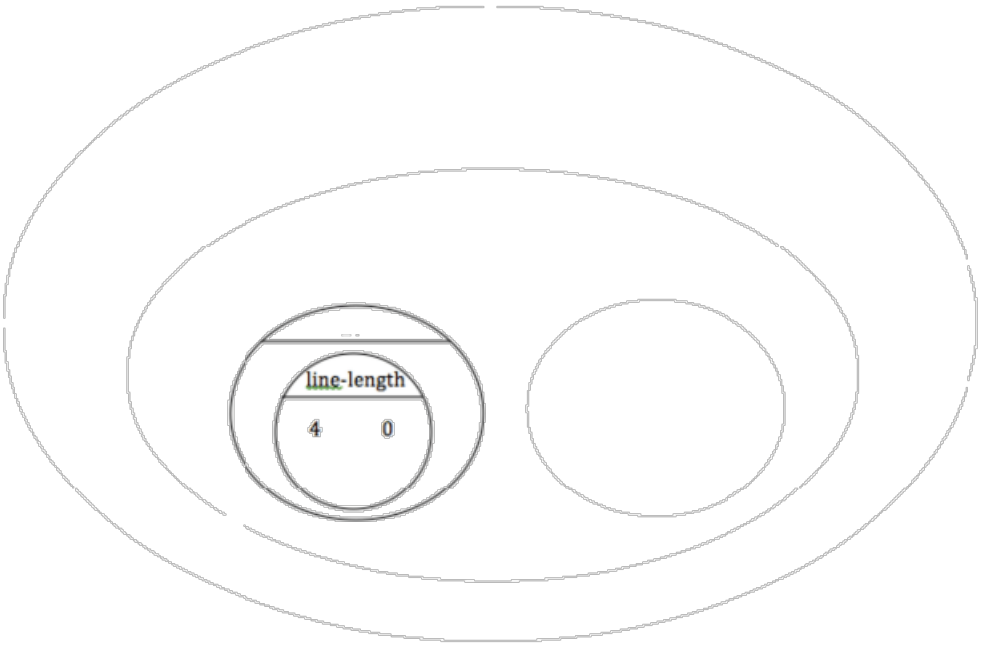
The distance between x_1 and x_2 is computed by `(line-length x1 x2)` . The distance between y_1 and y_2 is computed by `(line-length y1 y2)` . Below is the equation to compute the hypotenuse of a right triangle with those amount for legs:

$$\sqrt{line\text{-}length(x_1, x_2)^2 + line\text{-}length(y_1, y_2)^2}$$

Suppose your player is at **(0, 2)** and a character is at **(4, 5)** . What is the distance between them? With your pencil, label which numbers represent x_1, y_1, x_2 and x_y. The equation to compute the distance between these points is:

$$\sqrt{line\text{-}length(0, 4)^2 + line\text{-}length(2, 5)^2}$$

1. Translate the expression above, for (0,2) and (4,5) into a Circle of Evaluation below .



2. Convert the Circle of Evaluation to Code below .

```
(sqrt (+ (sqr (line-length x1 x2)) (line-length x1 x2)))
```