

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

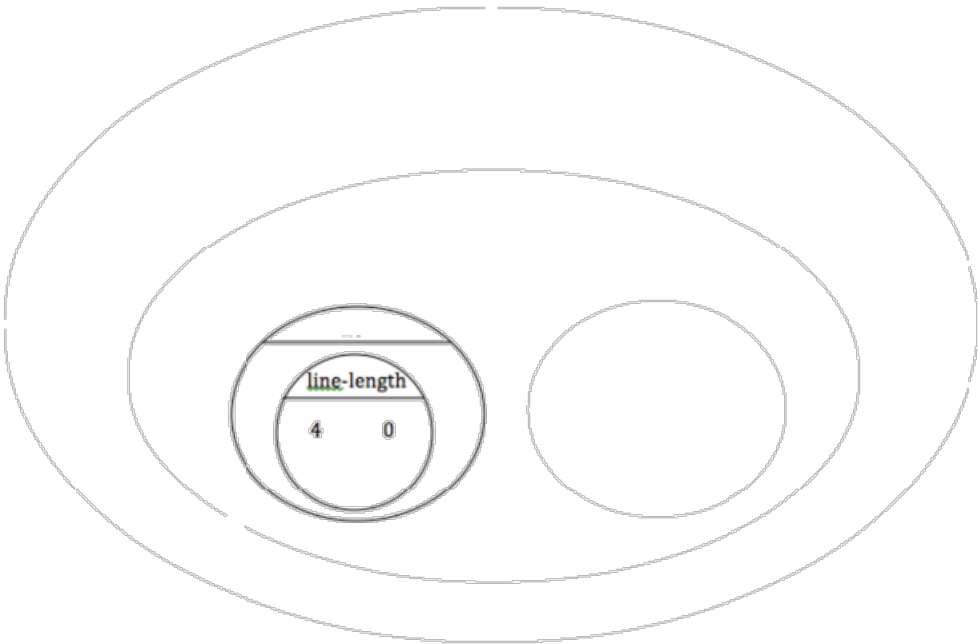
The distance between x_1 and x_2 is computed by `(line-length x1 x2)`. The distance between y_1 and y_2 is computed by `(line-length y1 y2)`. Below is the equation to compute the hypotenuse of a right triangle with those amount for legs:

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

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 y_2 . The equation to compute the distance between these points is:

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

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 .
