

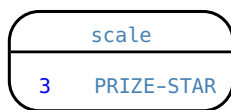
# Defining Values—Practice

1) On the line below, write the Code to define `PRIZE-STAR` as the pink outline of a star of size 65.

```
var PRIZE-STAR = star(65, "outline", "pink")
```

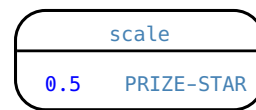
Using the `PRIZE-STAR` definition from above, draw the Circle of Evaluation and write the code for each of the exercises. One Circle of Evaluation has been done for you.

2) The outline of a pink star that is 3 times the size of the original (using `scale` )



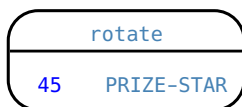
```
scale ( 3, PRIZE-STAR )
```

3) The outline of a pink star that is half the size of the original (using `scale` )



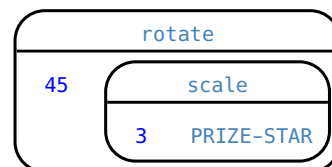
```
scale ( 0.5, PRIZE-STAR )
```

4) The outline of a pink star that is size 65 and has been rotated 45 degrees



```
rotate ( 45, PRIZE-STAR )
```

5) The outline of a pink star that is 3 times the size of the original and has been rotated 45 degrees



```
rotate ( 45, scale ( 3, PRIZE-STAR ) )
```

6) How does defining values help you as a programmer?

(Sample response) Defining a value that you will be using repeatedly allows you to use the value as shorthand for the part of the code you use again and again.