

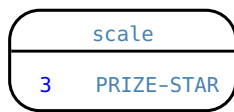
Defining Values—Practice

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

```
(define PRIZE-STAR (star 65 "outline" "pink"))
```

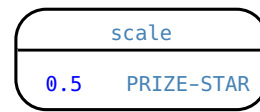
Using the PRIZE-STAR definition from above, draw the Circle of Evaluation and write the code for each of the exercises. One Circle of Evaluation has been done for you.

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



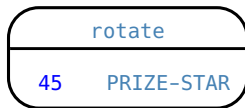
```
(scale 3 PRIZE-STAR)
```

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



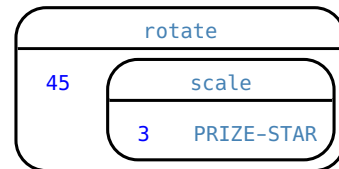
```
(scale 0.5 PRIZE-STAR)
```

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.