

Istanbul Bilgi University

Department of Computer Engineering

Fall 2019-2020

CMPE 100: Introduction to Computing Worksheet03

1. Add the following two lines to the definitions area:

```
(define str "helloworld")
```

```
(define i 5)
```

Then create an expression using **proper string primitives** that adds “_” at position i. In general this means the resulting string is longer than the original one; here the expected result is “hello_world”.

2. Run the followings and make sure you understand the value expressions:

```
(circle 100 "solid" "red")
```

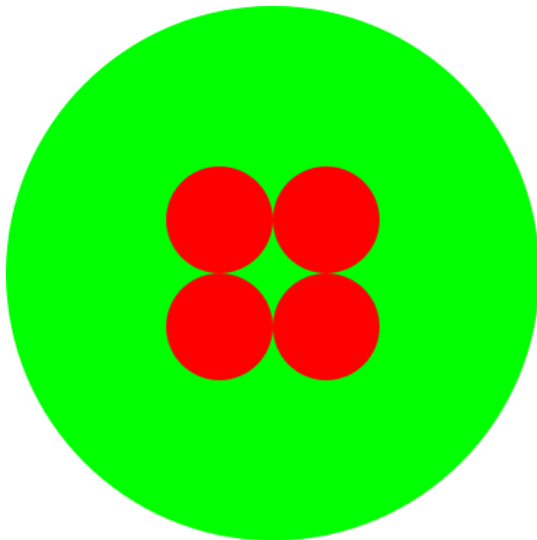
```
(place-image (circle 100 "solid" "red") 10 40 (rectangle 200 300 "solid" "green"))
```

```
(empty-scene 200 200)
```

```
(place-image (circle 100 "solid" "red") 10 40 (empty-scene 200 200))
```

3. Draw a house (a triangle above a square) with a door and two windows.

4. Draw the following image:



Note: Look at the usage of **overlay**, **beside**, **above** from Racket Documentation.

Note: Ensure that your programs are fully documented, using comments.