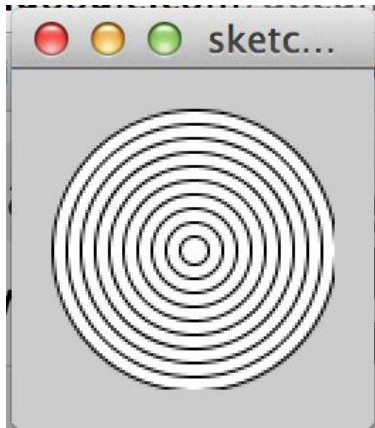


Use **Processing** to make this:



You can use the `noFill()` command to prevent the circle from covering the lines of the the previous circle

The Processing Reference can be very useful. [Get it here: https://processing.org/reference/](https://processing.org/reference/)

**Bonus challenge:** Color every second stripe red like a bullseye. Only use the ellipse command once, and the fill command twice, i.e. you have to use **modulo**.