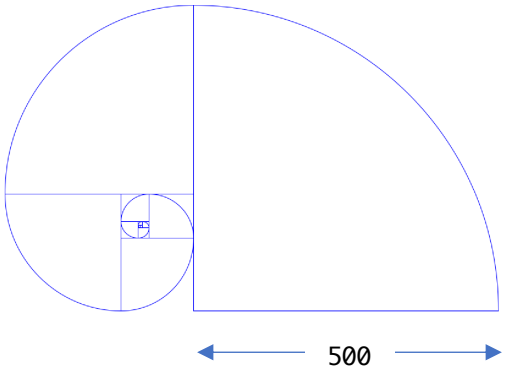
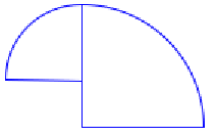
In this problem you must design a function that produces a fractal image we call a spiral.

The spiral function must consume a number and a color and produce a spiral with the given outer radius. You MUST USE the CUTOFF and DIVISOR constants provided in the starter, you MUST NOT edit those constants. Here are some examples of what your function must produce – these pictures ARE NOT TO SCALE.

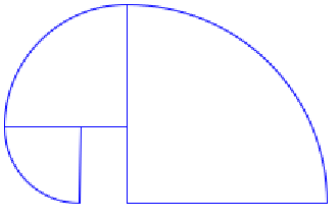
```
(spiral 500 "blue")
```



```
(spiral CUTOFF "blue")
```



```
(spiral (* CUTOFF DIVISOR) "blue")
```



```
(spiral (* CUTOFF DIVISOR DIVISOR) "blue")
```

Here are some 2htdp/image functions that should be useful :

```
(beside/align y-place i1 i2 is ...) → image?                    procedure
  y-place : y-place?
  i1 : image?
  i2 : image?
  is : image?
```

Constructs an image by placing all of the argument images in a horizontal row, lined up as indicated by the *y-place* argument. For example, if *y-place* is `"middle"`, then the images are placed side by side with their centers lined up with each other.

Examples:

```
> (beside/align "bottom"
                (ellipse 20 70 "solid" "lightsteelblue")
                (ellipse 20 50 "solid" "mediumslateblue")
                (ellipse 20 30 "solid" "slateblue")
                (ellipse 20 10 "solid" "navy"))
```

```
(wedge radius angle mode color) → image?                        procedure
  radius : (and/c real? positive?)
  angle : angle?
  mode : mode?
  color : image-color?
```

Constructs a wedge of a circle with the given radius, angle, mode, and color. The angle must be between 0 and 360 (but not equal to either 0 or 360).

Examples:

```
> (wedge 60 60 "outline" "purple")
```