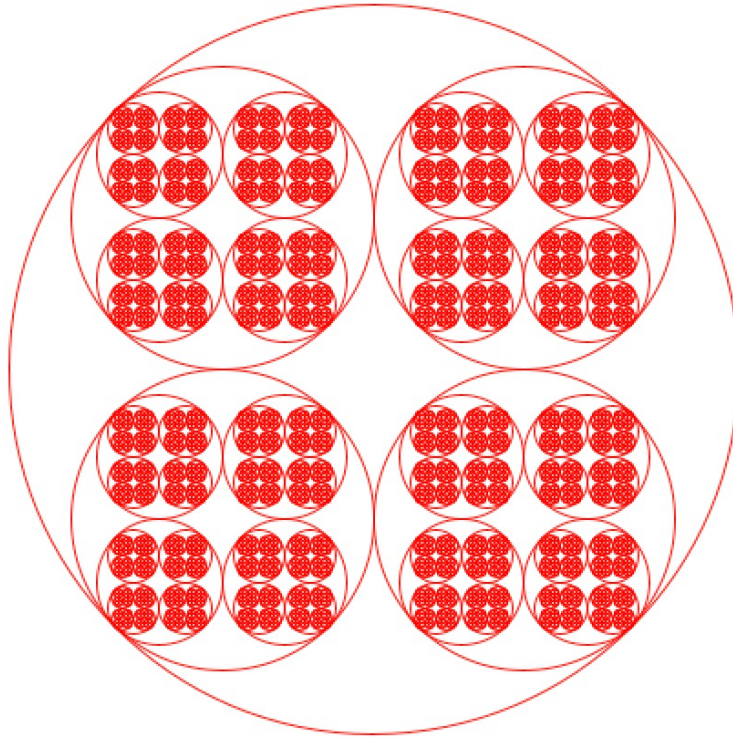


In this problem you must design a function that produces fractal images we are calling Sierpinski circles.

The scircle function must consume a number and a color and produce a scircle fractals of the given radius. You MUST USE the CUTOFF and DIVISOR constants provided in the starter, you MUST NOT edit those constants. Using those constants (scircle 200 "red") produces an image that looks like this:



Note that there is a bit of geometry here that we need to tell you, which is that in a circle that contains four touching circles, the relative magnitudes of the circle radius are as shown below. Also remember about the overlay function which places one image on top of another, with their centers lined up. And remember that (circle 100 "outline" "red") produces a red circle with radius 100.

