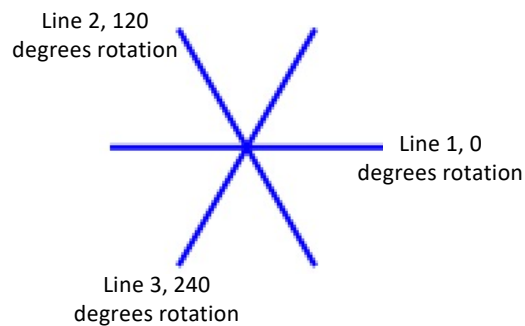


This is a use built-in-abstract functions problem.

Your solution MUST NOT BE RECURSIVE and it MUST CALL ONE OR MORE BUILT-IN ABSTRACT FUNCTIONS.

Consider this image. It consists of 3 lines, overlaid on their centers. Since there are 3 lines, the first line is at 0 degrees of rotation, the second is rotated 120 degrees, the third rotated 240 degrees.

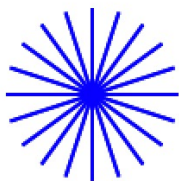


You must design a function called ray-star that consumes 3 arguments: the length of the lines, the number of lines, and a color. It should produce n lines of the correct length and color, rotate them, and overlay them as described above.

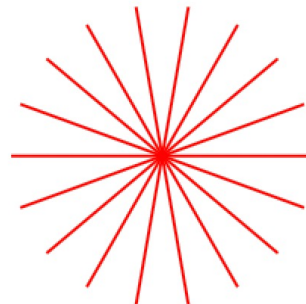
To make a line you MUST call rectangle with a width of the line length and a height of the constant THICKNESS.

As you play with this you will discover that calling ray star with an even number of lines produces a less satisfying result than with an odd number. Calling it with 2 is particularly disappointing, even though there are 2 lines it looks like there is just 1. Do not try to change the behaviour of ray-star to change this, you must produce the exact functionality described above.

Here are two more examples of what your function must produce:



(ray-star 100 20 "blue")



(ray-star 200 9 "red")