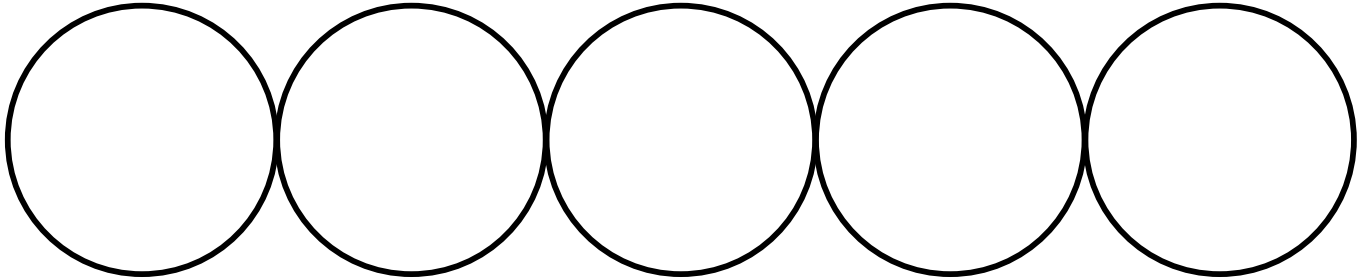


# Challenges

## circle line



create a function `circle_line(n)`  
that will create a line of `n` circles  
all touching only at the edge.

## corners



create a function `corners(r)` that will  
create 4 circles of radius `r` in the corners  
of the screen tangent to the edges.

hint: `xmin, ymin, xmax, ymax = viewcoords()`