Exercise 26-3

1. Create a copy of the action BullsEye created in Exercise 26-2 and name it UserBullsEye.
2. Display a message to the user explaining the purpose of the action.
3. Change the action so the user enters the center point of the circle.
4. Change the action so the user enters the diameter of the circle.
5. Add messages for the user prior to the input requests to explain what input is needed.
6. Test the action.
7. Where are the circle and lines created in the drawing? Are there any problems with this action? If so, can you determine how to fix them?