## Solution to Question \#1:



Solution to Question \#2:

```
when fm clicked
ask Enter x1: and wait
set X1 * to answer
ask Enter y1: and wait
set Y1 * to answer
ask Enter Radius1: and wait
set radlus1 v to answer
ask Enter x2: and wait
set X2- to answer)
ask Enter y2: and wait
set Y2V to answer
ask Enter Radius2: and wait
set radlus2- to answer
set distance to sqrt of wh - x2 * x1 - x2 + y1 - y2 * y1 - y2
if distance > radius1 + radius?
    say Circles do not intersect!
else
    if distance = radius1 + radius2
    say Circles are kissing!
    elser
        say Circles do intersect!!
```

