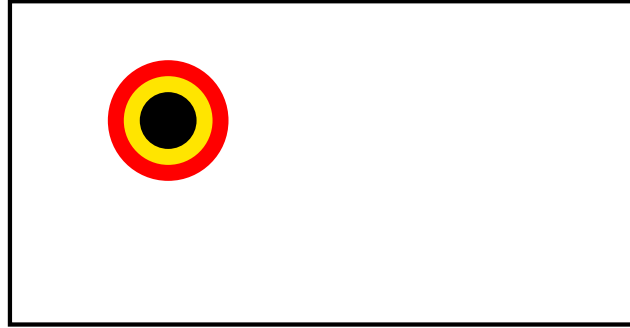


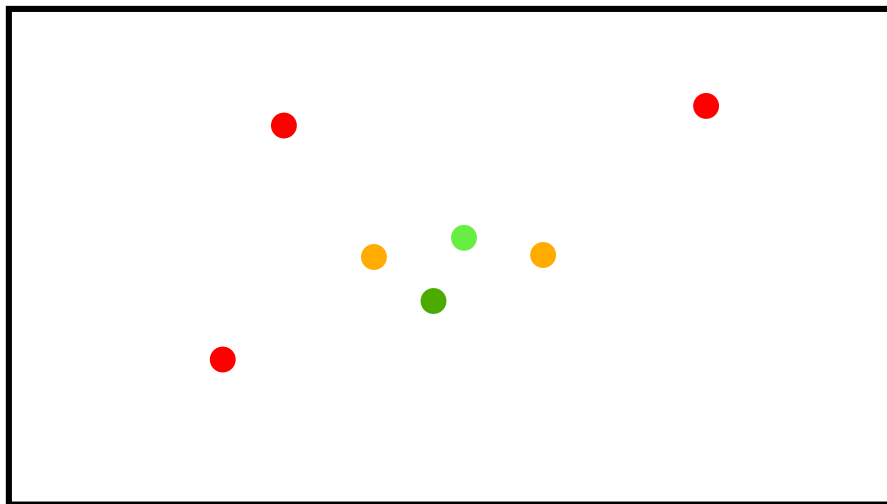
Challenges 3

target



create a function `target()` that will create a target on the screen at a random location and return the location to the caller.

mark



create an onclick handler function that will make a mark on the screen at the location clicked, color-coded depending on how close it is to the center.

hint: `distance(x, y)` returns the distance to the point `(x, y)`