

```
1 #lang racket
2
3 (define (hello-world)
4   (print "Hello world!\n"))
5
6 (hello-world)
7
8 (define (iterate x)
9   (printf (string-append (number->string x) "\n"))
10  (if (= x 0)
11      (printf "Done!\n")
12      (iterate (- x 1))))
13
14 (iterate 10)
15
16 ;;(iterate 10 10)
17
18 ;;(if #t t-hen 4 else 10)
19
20 + 1 2
21
22 +
23
24 iterate
25 (print iterate)
```