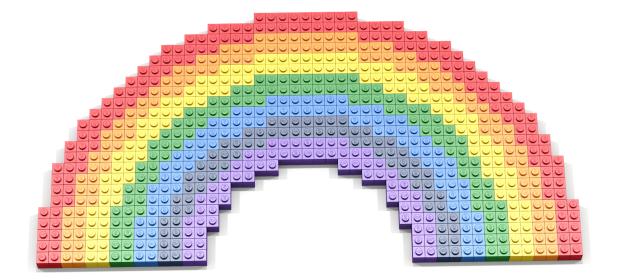# Run this Code

Using a text editor, such as notepad++ or TextWrangler, create a file having a "dot-bl" extension (e.g., *myFile.bl*). Enter the code shown below into the file. Then run your code by double-clicking on the file name/icon with the left mouse button. If all goes well, then you should see the LEGO® artifact shown below.

```
open Level_2;

val dimensions = 64
val size       = dimensions - 1

fun rainbow (x,z) =
    let
        val radius    = 10
        val thickness = 2
    in
        ringXZ (radius + 12 ) thickness  RED     (x,z);
        ringXZ (radius + 10 ) thickness  ORANGE  (x,z);
        ringXZ (radius +  8 ) thickness  YELLOW  (x,z);
        ringXZ (radius +  6 ) thickness  GREEN   (x,z);
        ringXZ (radius +  4 ) thickness  BLUE    (x,z);
        ringXZ (radius +  2 ) thickness  INDIGO  (x,z);
        ringXZ  radius        thickness  VIOLET  (x,z)
    end;

build2D(dimensions,dimensions);

rainbow(32,0);

show2D "rainbow";
```