Coding a Yin Yang in SVG on a 600 by 600 grid

To get started copy the code of this image into your editor:
http://steamcoded.org/lessons/grid600x600.svg.txt and save the file as yinyang.svg and open the file in a browser.

In the editor, add the SVG elements (per instructions below) where indicated in the SVG code, i.e. on the blank line below the comment line <!-- insert SVG elements here -->. **Important:** Save the file and refresh the browser after each step.

1: Create a <path> element with the following commands:
Moveto 300,0
Arc with x and y radius:150, rotate:0, large arc flag:0, sweep flag:1, ending at (300,300)
hint: M300,0A150,150,0,0,1,300,300

Add a style attribute with value: "fill:none;stroke:black;"

2: Append an Arc command to the end of the path command. Note: the arc will start at the ending coordinates of the arc command in step 1, i.e. (300,300)
Arc with x and y radius:150, rotate:0, large arc flag:0, sweep flag:0, ending at (300,600)
hint: A150,150,0,0,0,300,600

3: Append another Arc command to the end of the path command. Note: the arc will start at the ending coordinates of the arc command in step 2, i.e. (300,600)
Arc with x and y radius:300, rotate:0, large arc flag:0, sweep flag:0, ending at (300,0)
hint: A300,300,0,0,0,300,0

4: Change the style attribute from "fill:none;stroke:black;" to "fill:black;stroke:none;"

5: Before the path element, add a circle element centered at (300,300) with a radius of 300 and style="fill:white; stroke:black;stroke-width:2px;"

6: After the path element, add a circle element centered at (300,150) with a radius of 30 and style="fill:black;"

7: After the path element, add a circle element centered at (300,450) with a radius of 30 and style="fill:white;"

When complete, change the style attribute of the first element from "display:initial" to "display:none" which hides the grid. Then change the style attribute of the second element from "opacity:0.5" to "opacity:1"