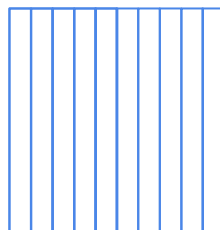


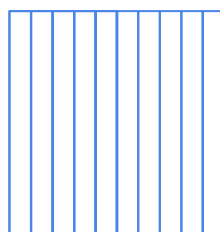
# Shade the Tenth

Shade the appropriate part of the model to represent the decimal.

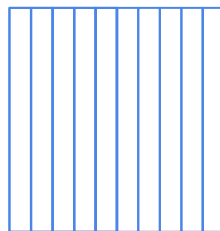
**0.4**



**0.7**



**0.9**



**0.6**



**0.5**

