With the default "nonzero winding number" rule:
Stroke a big and a small arc segment counterclockwise and fill them with purple


With the default "nonzero winding number" rule:
Stroke a big arc segment clockwise and
a small arc segment counterclockwise and fill them with purple


With the "evenodd" fill rule: Draw a rectangle, a big circle, an arc segment, and a small circle and fill them with purple


