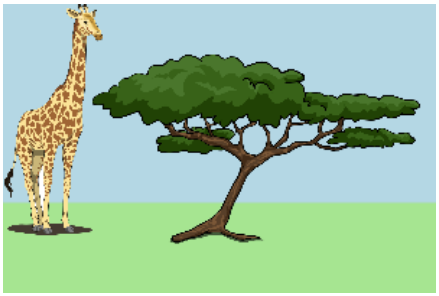
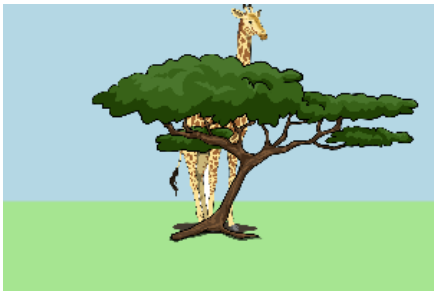
Matching draw-state

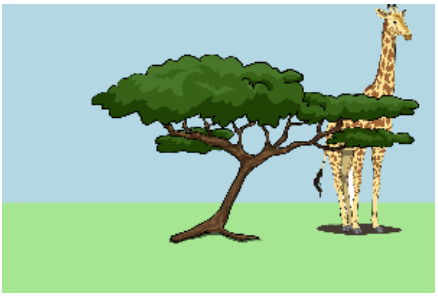
Select the single draw-state function that generates each of the following frames from the given data. (Assume TREE and GIRAFFE are defined images):



`draw-state(game(40)`



`draw-state(game(150))`



`draw-state(game(250))`

```
data GameState:
  | game(x :: Number)
end

WIDTH = 300
HEIGHT = 200
GROUND = rectangle(WIDTH, 75, "solid", "lightgreen")
BACKGROUND = rectangle(WIDTH, HEIGHT, "solid", "lightblue")
```

A

```
fun draw-state(g):
  put-image(TREE, 175, 100,
    put-image(GIRAFFE, 150, 120,
      put-image(GROUND, WIDTH / 2, 25, BACKGROUND)))
end
```

B

```
fun draw-state(g):
  put-image(GIRAFFE, g.x, 120,
    put-image(TREE, 175, 100,
      put-image(GROUND, WIDTH / 2, 25, BACKGROUND)))
end
```

C

```
fun draw-state(g):
  put-image(TREE, 175, 100,
    put-image(GIRAFFE, g.x, 120,
      put-image(GROUND, WIDTH / 2, 25, BACKGROUND)))
end
```