

# Contracts

[illegible]

# Contracts

[illegible]

# Lesson 1

## Reverse-Engineering: How does NinjaCat work?

[illegible]

## Game Parts - NinjaCat!



The background is a picture of: **sunset**

---

The coordinates for the PLAYER (NinjaCat) are: ( 150 , 50 )  
x-coordinate y-coordinate

---

The coordinates for the DANGER (Dog) are: ( 450 , 50 )

---

The coordinates for the TARGET (Ruby) are: ( 550 , 250 )

---

# Our Videogame

Created by (write your names): Jessica and James

## Background

Our game takes place: The Zoo  
(In space? The desert? A mall?)

## The Player

The player is a Lion.

The player moves only up and down.

## The Target

*Your player GAINS points when they hit the target.*

The Target is a Escaped gazelle.

The Target moves only to the left and right.

## The Danger

*Your player LOSES points when they hit the danger.*

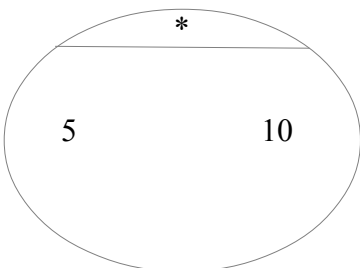
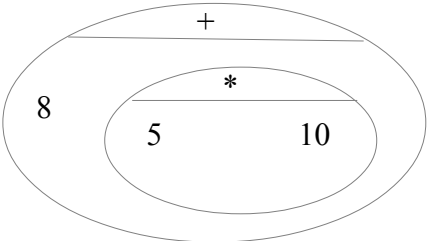
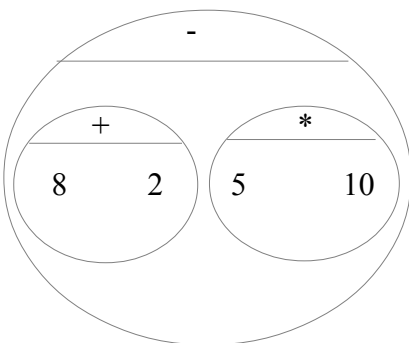
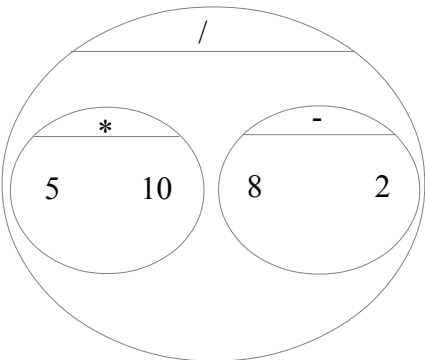
The Danger is a Zookeeper.

The Danger moves only to the left and right.

# Circle of Evaluation Practice!

**Time: 5 minutes**

Don't forget to use the computer's symbols for things like multiply and divide!

<i>Math</i>	<i>Circle of Evaluation</i>	<i>Racket Code</i>
$5 \times 10$		<code>(* 5 10)</code>
$8 + (5 \times 10)$		<code>(+ 8 (* 5 10) )</code>
$(8 + 2) - (5 \times 10)$		<code>(- (+ 8 2) (* 5 10) )</code>
$\frac{5 \times 10}{8 - 2}$		<code>(/ (* 5 10) (- 8 2) )</code>

# Lesson 2

(draw Circles of Evaluation here if you need extra scratch paper)

# Circles Competition

Time: 5 minutes

	Math	Circle of Evaluation	Racket Code
Round 1	$(1 + 2) - (3 * 7)$		$(- (+ 1 2) (* 3 7))$
Round 2	$3 - (1 + 2)$		$(- 3 (+ 1 2))$
Round 3	$3 - (1 + (5 * 6))$		$(- 3 (+ 1 (* 5 6)))$
Round 4	$(1 + (5 * 6)) - 3$		$(- (+ 1 (* 5 6)) 3)$



# Lesson 3

This image shows a blank sheet of white paper with horizontal ruling lines. The lines are evenly spaced and run across the width of the page. There are no margins, text, or other markings on the paper.

# Fast Functions!



; gt : number -> image

name

domain

range

(EXAMPLE ( gt 500 ) (triangle 500 "solid" "green" ) )

(EXAMPLE ( gt 7 ) (triangle 7 "solid" "green" ) )

(define ( gt size ) (triangle size "solid" "green" ) )

; bc : number -> image

name

domain

range

(EXAMPLE ( bc 19 ) (circle 19 "solid" "blue" ) )

(EXAMPLE ( bc 43 ) (circle 43 "solid" "blue" ) )

(define ( bc size ) (circle size "solid" "blue" ) )

; double : number -> number

name

domain

range

(EXAMPLE ( double 3 ) (\* 2 3 ) )

(EXAMPLE ( double 9 ) (\* 2 9 ) )

(define ( double num ) (\* 2 num ) )

; \_\_\_\_\_ : \_\_\_\_\_ -> \_\_\_\_\_

name

domain

range

(EXAMPLE ( \_\_\_\_\_ ) \_\_\_\_\_ )

(EXAMPLE ( \_\_\_\_\_ ) \_\_\_\_\_ )

(define ( \_\_\_\_\_ ) \_\_\_\_\_ )

# Fast Functions!



; \_\_\_\_\_ : \_\_\_\_\_ -> \_\_\_\_\_

name

domain

range

(EXAMPLE ( \_\_\_\_\_ ) \_\_\_\_\_)

(EXAMPLE ( \_\_\_\_\_ ) \_\_\_\_\_)

(define ( \_\_\_\_\_ ) \_\_\_\_\_)

; \_\_\_\_\_ : \_\_\_\_\_ -> \_\_\_\_\_

name

domain

range

(EXAMPLE ( \_\_\_\_\_ ) \_\_\_\_\_)

(EXAMPLE ( \_\_\_\_\_ ) \_\_\_\_\_)

(define ( \_\_\_\_\_ ) \_\_\_\_\_)

; \_\_\_\_\_ : \_\_\_\_\_ -> \_\_\_\_\_

name

domain

range

(EXAMPLE ( \_\_\_\_\_ ) \_\_\_\_\_)

(EXAMPLE ( \_\_\_\_\_ ) \_\_\_\_\_)

(define ( \_\_\_\_\_ ) \_\_\_\_\_)

; \_\_\_\_\_ : \_\_\_\_\_ -> \_\_\_\_\_

name

domain

range

(EXAMPLE ( \_\_\_\_\_ ) \_\_\_\_\_)

(EXAMPLE ( \_\_\_\_\_ ) \_\_\_\_\_)

(define ( \_\_\_\_\_ ) \_\_\_\_\_)

# Lesson 4

This image shows a blank sheet of white paper with horizontal ruling lines. The lines are evenly spaced and run across the width of the page. There are no margins, text, or other markings on the paper.

## DESIGN RECIPE

**Word Problem: rocket-height**

A rocket blasts off, traveling at 7 meters per second. Write a function called “rocket-height” that takes in the number of seconds that have passed since the rocket took off, and which produces the height of the rocket at that time.

## I. Contract+Purpose Statement

Every contract has three parts:

```

;_rocket-height_:__number____->__number__
      name                Domain                Range

```

; Takes the number of seconds passed since take-off, and produce current height  
What does the function do?

## II. Give Examples

On the computer, write an example of your function in action, using EXAMPLE.

(EXAMPLE (rocket-height 0 \_\_\_\_\_)  
the user types...

.....which should become

(EXAMPLE      (rocket-height 4\_\_\_\_\_))  
                         the user types...

\_\_\_\_\_(\* 7 4 ) \_\_\_\_\_  
.....which should become

III.	Function
------	----------

Write the Definition, giving variable names to all your input values.

```
(define (rocket-height __time__)  
  _____(* 7 time))
```

## Design Recipe

**Word Problem: red-square**

Use the Design Recipe to write a function red-square, which takes in a number (the size of the square) and outputs a solid red rectangle whose length and width are the same size.

### I. Contract+Purpose Statement

Every contract has three parts:

; red-square : number -> image  
Name Domain Range

; Draws a solid red square of the size given  
What does the function do?

### II. Give Examples

On the computer, write an example of your function in action, using EXAMPLE

(EXAMPLE (red-square 5)  
the user says...

(rectangle 5 5 "solid" "red")  
.....Racket replies

(EXAMPLE (red-square 6)  
the user says...

(rectangle 6 6 "solid" "red")  
.....Racket turns that into

### III. Definition

Write the Definition, giving variable names to all your input values.

(define (red-square size)  
function name variable names

(rectangle size size "solid" "red")

# Design Recipe

## Word Problem: yard-area

Use the Design Recipe to write a function yard-area, which takes in the width and length of a yard, and returns the area of the yard.

(Don't forget:  $\text{area} = \text{length} * \text{width}$  !)

### I. Contract+Purpose Statement

Every contract has three parts:

; yard-area : number number -> number  
name Domain Range

; Takes in length and width of a yard and gives back its area  
What does the function do?

### II. Give Examples

On the computer, write an example of your function in action, using EXAMPLE.

(EXAMPLE (yard-area 5 3)  
Use the function here

(\* 5 3)  
find another way to get the same result here

(EXAMPLE (yard-area 8 2)  
Use the function here...

(\* 8 2)  
find another way to get the same result here

### III. Definition

Write the Definition, giving variable names to all your input values.

(define (yard-area length width)  
function name variable names

(\* length width)

# Lesson 5

This image shows a single sheet of white paper with horizontal blue ruling lines. The lines are evenly spaced and run across the width of the page. There are no margins, text, or other markings on the paper.



# Design Recipe

## Word Problem: *update-danger*

Use the Design Recipe to write a function *update-danger*, which takes in the danger's x-coordinate and produces the next x-coordinate, which is 50 pixels to the left.

### I. Contract+Purpose Statement

Every contract has three parts:

; update-danger : number -> number  
name Domain Range

; Takes in danger's current x-coordinate and adds 50 to it  
What does the function do?

### II. Give Examples

On the computer, write an example of your function in action, using EXAMPLE.

(EXAMPLE (update-danger 500)  
Use the function here

(- 500 50))  
find another way to get the same result here

(EXAMPLE (update-danger 140)  
Use the function here...

(- 140 50))  
find another way to get the same result here

### III. Definition

Write the Definition, giving variable names to all your input values.

(define (update-danger dangerX)  
function name variable names

(- dangerX 50))

# Design Recipe

Word Problem: *update-target*

Write a function *update-target*, which takes in the target's x-coordinate and produces the next x-coordinate, which is 50 pixels to the right.

## I. Contract+Purpose Statement

Every contract has three parts:

; update-target : number -> number  
name Domain Range

; Takes in the target's current x-coordinate and adds 50 to it  
What does the function do?

## II. Give Examples

On the computer, write an example of your function in action, using EXAMPLE.

(EXAMPLE (update-target 60)  
Use the function here

(+ 60 50)  
find another way to get the same result here

(EXAMPLE (update-target 125)  
Use the function here...

(+ 125 50)  
find another way to get the same result here

## III. Definition

Write the Definition, giving variable names to all your input values.

(define (update-target targetX)  
function name variable names

(+ targetX 50)

# Lesson 6

## Protecting Sam

Sam is in a 640 x 480 yard. How far he can go to the left and right before he's out of sight?

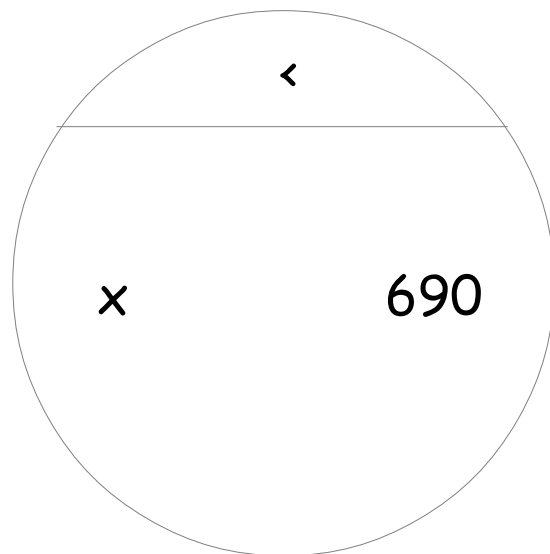
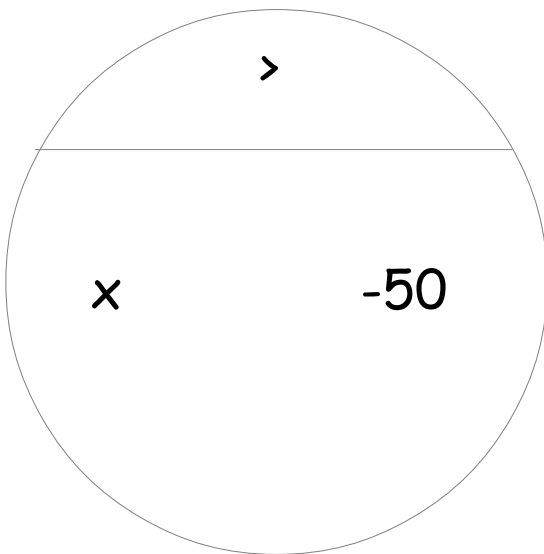
1. A piece of Sam is still visible on the left as long as...

$$\underline{(> \quad \times \quad -50)}$$

2. A piece of Sam is still visible on the right as long as...

$$\underline{(< \quad \times \quad 690)}$$

3. Draw the Circle of Evaluation for these two expressions in the circles below:



# Design Recipe

## Word Problem: *safe-left?*

Use the Design Recipe to write a function *safe-left?*, which takes an *x*-coordinate and checks to see if it is greater than -50.

### I. Contract+Purpose Statement

Every contract has three parts:

; safe-left? : number -> boolean  
name Domain Range

; Takes in the x-coordinate and checks if it's greater than -50  
What does the function do?

### II. Give Examples

On the computer, write an example of your function in action, using EXAMPLE.

(EXAMPLE (safe-left? 20)  
Use the function here

(> 20 -50))  
find another way to get the same result here

(EXAMPLE (safe-left? -200)  
Use the function here...

(> -200 -50))  
find another way to get the same result here

### III. Definition

Write the Definition, giving variable names to all your input values.

(define (safe-left? x)  
function name variable names

(> x -50))

## Design Recipe

**Word Problem: safe-right?**

Use the Design Recipe to write a function safe-right?, which takes an x-coordinate and checks to see if it is less than 690.

## I. Contract+Purpose Statement

Every contract has three parts:

```

; safe-right? : number -> boolean
   name           Domain           Range

```

\_\_\_\_\_ takes in the x-coordinate and checks if it is less than 690 \_\_\_\_\_

What does the function do?

## II. Give Examples

On the computer, write an example of your function in action, using EXAMPLE.

(EXAMPLE (\_\_\_\_safe-right? 350\_\_\_\_))  
Use the function here

\_\_\_\_( $\times 350 \quad 690$ ))\_\_\_\_\_

find another way to get the same result here

(EXAMPLE (\_\_\_\_safe-right? 900\_\_\_\_))  
Use the function here...

\_\_\_\_\_(< 900 690))\_\_\_\_\_

find another way to get the same result here

### III. Definition

Write the Definition, giving variable names to all your input values.

(define (safe-right?           x)  
function name                      variable names)

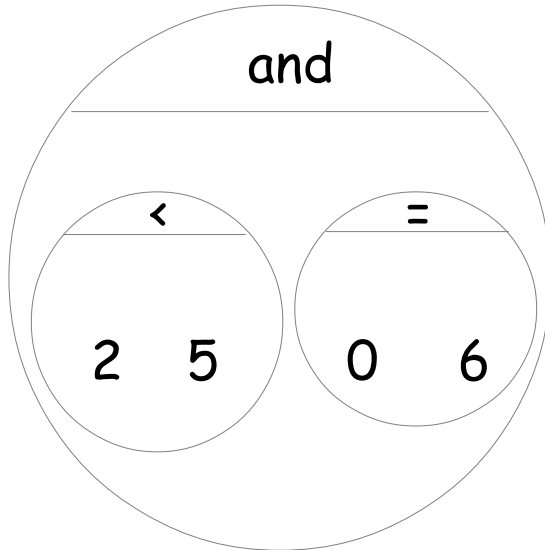
\_\_\_\_\_ ( $\times 690$ )\_\_\_\_\_

.....and the computer does this

## and / or

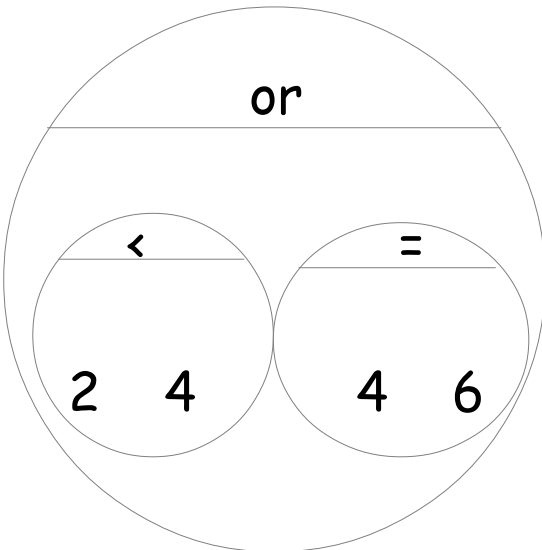
**Write the Circles of Evaluation for these statements, and then convert them to Racket**

1. Two is less than five, and zero is equal to six.



**(and (< 2 5) (= 0 6) )**

2. Two is less than four or four is equal to six.



**(or (< 2 4) (= 4 6) )**

# Design Recipe

*Word Problem: onscreen?*

Use the Design Recipe to write a function onscreen?, which takes in an x-coordinate and checks to see if Sam is safe on the left and safe on the right.

## I. Contract+Purpose Statement

Every contract has three parts:

; onscreen? : number -> boolean  
name Domain Range

; Takes in the x-coordinate and checks if target is protected on the /left and the right  
What does the function do?

## II. Give Examples

On the computer, write an example of your function in action, using EXAMPLE.

(EXAMPLE (onscreen? 900)  
Use the function here

(and (safe-left? 900) (safe-right? 900))  
find another way to get the same result here

(EXAMPLE (onscreen? 355)  
Use the function here...

(and (safe-left? 355) (safe-right? 355))  
find another way to get the same result here

## III. Definition

Write the Definition, giving variable names to all your input values.

(define (onscreen? x)  
function name variable names

(and (safe-left? x) (safe-right? x))



# Lesson 7

This image shows a single sheet of white paper with horizontal ruling lines. The lines are evenly spaced and run across the width of the page. There are no margins, text, or other markings on the paper.

## Design Recipe

**Word Problem: cost**

Luigi's Pizza has hired you as a programmer. They offer "pepperoni" (\$10.50), "cheese" (\$9.00), "chicken" (\$11.25) and "broccoli" (\$10.25). Write a function called `cost` which takes in the name of a topping and outputs the cost of a pizza with that topping.

## I. Contract+Purpose Statement

Every contract has three parts:

; <u>cost</u> :	<u>string</u> -> <u>number</u>
name	Domain                      Range

## II. Give Examples

On the computer, write an example of your function for each topping, using EXAMPLE.

(EXAMPLE (cost “pepperoni”) 10.50)  
Use the function here What should the function produce?

(EXAMPLE (cost "cheese") 9.00)

Use the function here                      What should the function produce?

(EXAMPLE (cost "chicken") 11.25)

Use the function here                      What should the function produce?

(EXAMPLE (cost "broccoli") 10.25)

Use the function here                      What should the function produce?

### III. Definition

---

Write the Definition, giving variable names to all your input values.

(define ( cost topping )

function name                      variable names

(cond\_\_\_\_\_

[(string=? "pepperoni" topping)	10.50]
[(string=? "cheese" topping)	9.00]
[(string=? "chicken" topping)	11.25]
[(string=? "broccoli" topping)	10.25]
[else	1000000000]))

## Design Recipe

### Word Problem: update-player

Write a function called update-player, which takes in the player's y-coordinate and the name of the key pressed, and returns the new y-coordinate.

## I. Contract+Purpose Statement

Every contract has three parts:

; __update-player__	: __number string__	-> __number__
name	Domain	Range

## II. Give Examples

On the computer, write an example of your function for each key, using EXAMPLE.

(EXAMPLE `(_update-player 40 "up")` `__ (+ 40 20)_____`)  
Use the function here What should the function produce?

(EXAMPLE (update-player 400 "down") (- 400 20))  
 Use the function here                      What should the function produce?

### III. Definition

Write the Definition, giving variable names to all your input values.

```
(define (_update-player__ _playerY key_)
```

function name
variable names

(cond\_\_\_\_\_

[(string=? "up" key)	(+ playerY 20)]
[(string=? "down" key)	(- playerY 20)]
[else	playerY]))



# Lesson 8

This image shows a single sheet of white paper with horizontal ruling lines. The lines are evenly spaced and run across the width of the page. There are no margins, text, or other markings on the paper.

# Design Recipe

## Word Problem: line-length

Write a function called line-length, which takes in two numbers and returns the difference between them. It should always subtract the smaller number from the bigger one.

### I. Contract+Purpose Statement

Every contract has three parts:

; line-length : number number -> number  
name Domain Range

### II. Give Examples

(EXAMPLE (line-length 10 5) (- 10 5))  
Use the function here What should the function produce?

(EXAMPLE (line-length 2 8) (- 8 2))  
Use the function here What should the function produce?

### III. Definition

Write the Definition, giving variable names to all your input values that change.

(define (line-length a b)  
function name variable names

(cond \_\_\_\_\_

[(> a b)

(- a b)]

[else

(- b a)))]

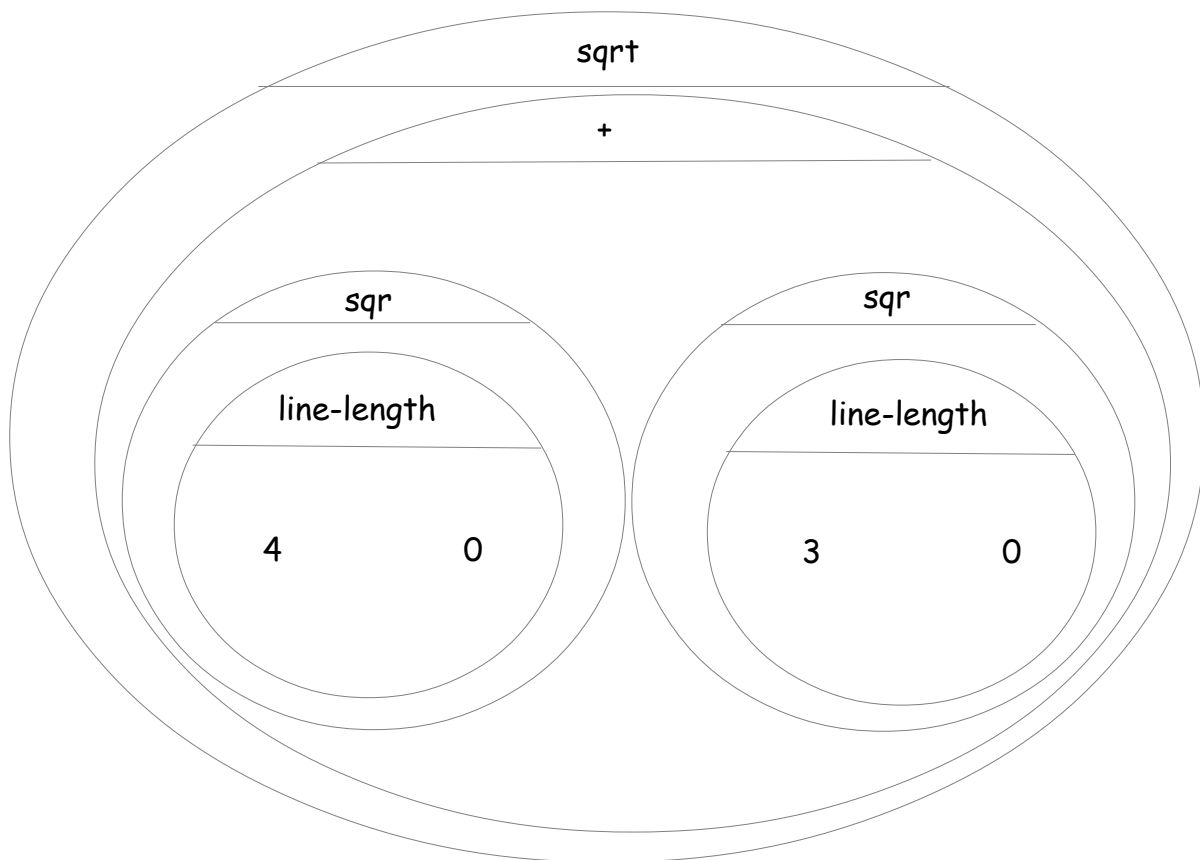
## The Distance Formula, with Numbers

The distance between the points (0, 0) and (4, 3) is given by:

$$\sqrt{(\text{line-length } 4 \ 0)^2 + (\text{line-length } 3 \ 0)^2}$$

---

Convert the formula above into a Circle of Evaluation (We've already gotten you started!)



---

Convert the Circle of Evaluation into Racket code:

```
(sqrt (+ (sq (line-length 4 0))  
         (sq (line-length 3 0)))))
```

# Design Recipe

## Word Problem: distance

Write a function distance, which takes **FOUR** inputs:

- *px*: The x-coordinate of the player
- *py*: The y-coordinate of the player
- *cx*: The x-coordinate of another game character
- *cy*: The y-coordinate of another game character

It should return the distance between the two, using the Distance formula:

$$\square \text{ Distance} = ((\text{line-length px cx})^2 + (\text{line-length py cy})^2)$$

### I. Contract+Purpose Statement

;distance\_\_\_\_\_ : \_\_\_\_\_number number number number \_\_\_\_ -> \_\_\_\_\_number\_\_\_\_\_  
name Domain Range

;; Takes in player x and player y, character x and character y, and gives distance between them\_  
What does the function do?

### II. Give Examples

(EXAMPLE (distance 100 200 300 400\_\_\_\_\_))  
Use the function here

(sqrt (+ (sq (line-length 100 300)) (sq (line-length 200 400))))  
find another way to get the same result here

(EXAMPLE (distance 300 200 400 500\_\_\_\_\_))  
Use the function here...

(sqrt (+ (sq (line-length 300 400)) (sq (line-length 200 500))))  
find another way to get the same result here

### III. Definition

(define (distance\_\_\_\_\_ px py cx cy\_\_\_\_\_))  
function name variable names

(sqrt (+ (sq (line-length px cx))  
(sq (line-length py cy))))

## DESIGN RECIPE

### Word Problem: collide

Write a function `collide?`, which takes **FOUR** inputs:

- ❑ *px*: The x-coordinate of the player
- ❑ *py*: The y-coordinate of the player
- ❑ *cx*: The x-coordinate of another game character
- ❑ *cy*: The y-coordinate of another game character

It should return `true` if the coordinates of the player are within **75 pixels** of the coordinates of the other character. Otherwise, `false`.

### I. Contract+Purpose Statement

`; __collide?_____ : _____number number number number_____ -> _true_`  
name Domain Range

`; _Takes player-x, player-y, character-x, character-y and returns true if characters are colliding`  
What does the function do?

### II. Give Examples

(EXAMPLE (`__collide? 100 200 300 400_____`)  
Use the function here

`____(< (distance 100 200 300 400) 75))_____`  
find another way to get the same result here

(EXAMPLE (`____collide? 300 500 200 400_____`)  
Use the function here...

`____(< (distance 300 500 200 400) 75))_____`  
find another way to get the same result here

### III. Definition

(define (`__collide?_____` `____px py cx cy_____`)  
function name variable names  
`____(< (distance px py cx cy) 75))_____`



# Lesson 9

Catchy Intro: Feel like you never get enough to eat? So does Leo. Come catch your prey,  
and escape the zookeeper!

Name, Age, Grade: Jessica Programmer, 12, 7<sup>th</sup> grade

Game Title: Run for your Supper

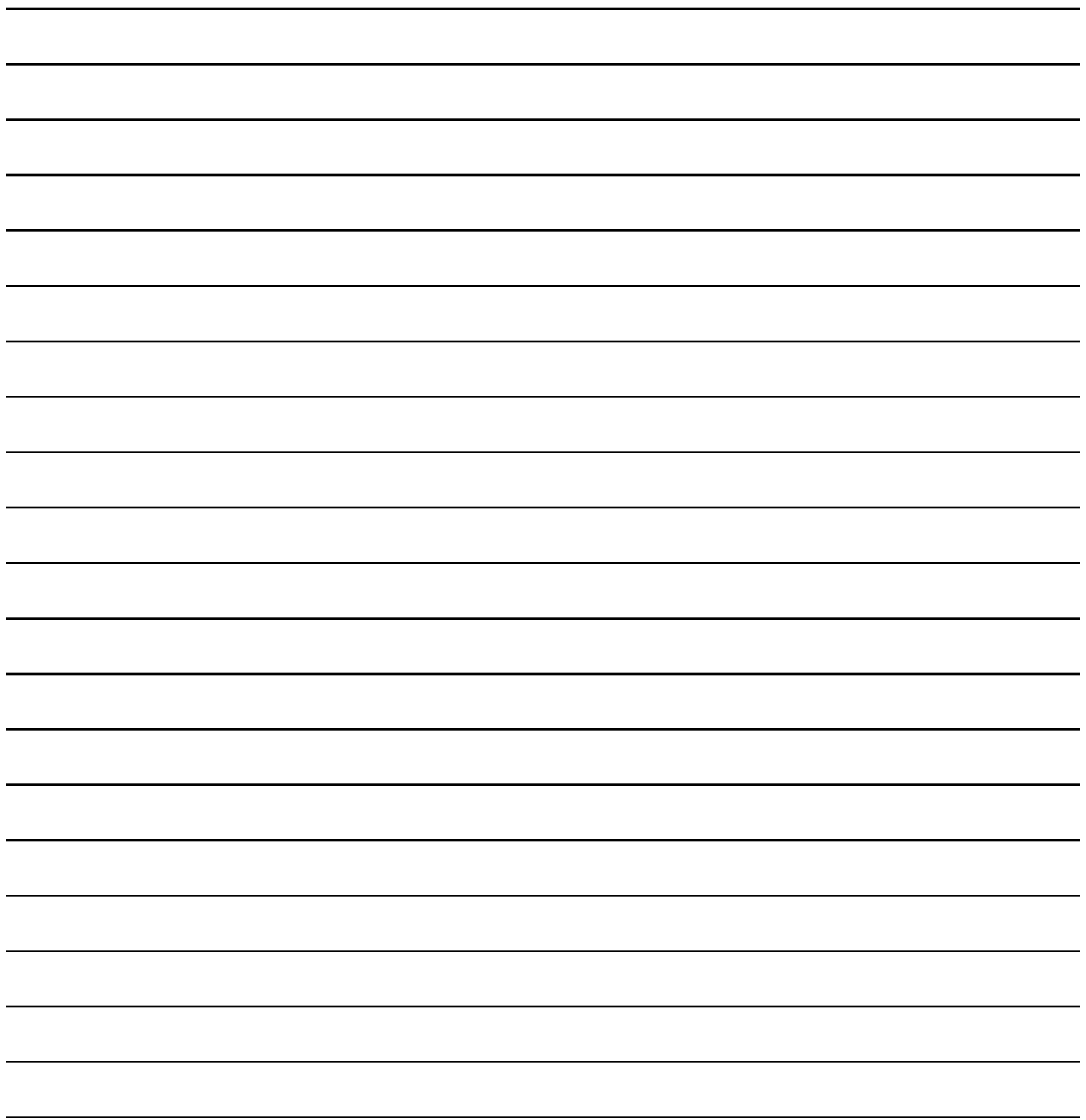
Back Story: One day, a young lion was sitting in his cage. He saw an escaped gazelle come  
running past. It was lunch time, and he was hungry, so he leapt out to catch food. He has  
to run fast to grab food and escape the evil zookeeper.

Characters: Player: Leo the lion.

Danger: Zoe Zookeeper.

Target: Gary Gazelle

Explain a piece of your code: My update-danger function takes in the current x coordinate  
of the gazelle, and adds 50 to it. This moves the gazelle 50 pixels to the right.



## Presentation Feedback

*For each question, circle the answer that fits best.*

Was the introduction catchy?      No way!      A little.      Definitely!

Did they talk about their characters? No way!      A little.      Definitely!

Did they explain the code well?      No way!      A little.      Definitely!

Did they speak slowly enough?      No way!      A little.      Definitely!

Did they speak loudly enough?      No way!      A little.      Definitely!

Were they standing confidently?      No way!      A little.      Definitely!

Did they make eye contact?      No way!      A little.      Definitely!

## Presentation Feedback

*For each question, circle the answer that fits best.*

Was the introduction catchy?      No way!      A little.      Definitely!

Did they talk about their characters?      No way!      A little.      Definitely!

Did they explain the code well?      No way!      A little.      Definitely!

Did they speak slowly enough?      No way!      A little.      Definitely!

Did they speak loudly enough?      No way!      A little.      Definitely!

Were they standing confidently?      No way!      A little.      Definitely!

Did they make eye contact?      No way!      A little.      Definitely!



## DESIGN RECIPE

**Word Problem: red-shape**

Write a function called red-shape, which takes in the name of a shape (“circle”, “triangle”, “star” or “rectangle”), and draws that shape. All shapes should be solid and red, and can be whatever size you choose

## I. Contract+Purpose Statement

Every contract has three parts:

```

; red-shape : string -> image
   name           Domain           Range

```

## II. Give Examples

On the computer, write an example of your function for each shape, using EXAMPLE. The first one has already been done for you.

(EXAMPLE (red-shape "circle") (circle 50 "solid" "red"))

Use the function here                      What should the function produce?

(EXAMPLE (red-shape "triangle"))      (triangle 50 "solid" "red")  
 Use the function here      What should the function produce?

(EXAMPLE `(_red-shape "star"_____)`      `____(star 50 "solid" "red")_____`  
 Use the function here      What should the function produce?

(EXAMPLE <u>(_red-shape "rectangle"__)</u> )	<u>(rectangle 50 90 "solid" "red")</u> )
Use the function here	What should the function produce?

### III. Definition

Write the Definition, giving variable names to all your input values.

```
(define (_red-shape_____ _shape____)
```

function name
variable names

(cond\_\_\_\_\_

(string=? "circle" shape)	(circle 50 "solid" "red")
(string=? "triangle" shape)	(triangle 50 "solid" "red")
(string=? "star" shape)	(star 50 "solid" "red")
(string=? "square" shape)	(rectangle 50 50 "solid" "red")
else	(circle 50 "solid" "red")

# Translating into Algebra

Values: Translate the Racket Code into Algebra	
Racket Code	Algebra
(define x 10)	$x = 10$
(define y (* x 2))	$y = x * 2$
(define z (+ x y))	$z = x + y$
(define age 14)	$age = 14$
(define months (* age 12))	$months = age * 12$
(define days (* months 30))	$days = months * 30$
(define hours (* days 24))	$hours = days * 24$
(define minutes (* hours 60))	$minutes = hours * 60$
Functions: Translate the Racket Code into Algebra	
(define (double x) (* x 2))	$double(x) = x * 2$
(define (area length width) (* length width))	$area(length, width) = length * width$
(define (circle-area radius) (* pi (sq radius)))	$circle-area(radius) = pi * radius^2$
(define (distance x1 y1 x2 y2) (sqrt (+ (sq (- x1 x2)) (sq (- y1 y2)))))	$distance(x1, y1, x2, y2) = \sqrt{(x1 - x2)^2 + (y1 - y2)^2}$

## Word Problem

A rocket is flying from Earth to Mars at 80 miles per second. Write a function that describes the distance  $D$  that the rocket has traveled, as a function of time  $t$ .

## I. Contract+Purpose Statement

Every contract has three parts:

;	<b>D</b>	:	<b>Number</b>	->	<b>Number</b>
	name		Domain		Range
;	<i>Given the number of seconds, how far has a rocket gone if it moves at 80mi/sec?</i>				
	Purpose Statement				

## II. Give Examples

Write an example of your function for some sample inputs

$$D(0) = 0 \cdot 80$$

Use the function here

What should the function produce?

$$D(1) = 1 \cdot 80$$

Use the function here

What should the function produce?

$$D(2) = 2 \cdot 80$$

Use the function here

What should the function produce?

$$D(3) = 3 \cdot 80$$

Use the function here

What should the function produce?

### III. Definition

Write the formula, giving variable names to all your input values.

$$D(\text{time}) = 80 * \text{time}$$

# Word Problem

A rocket is traveling from Earth to Mars at 80 miles per second. Write a function that describes the time the rocket has been traveling, as a function of distance.

## I. Contract+Purpose Statement

Every contract has three parts:

; time : Number -> Number  
name Domain Range

; Given the distance, for how long has a rocket been traveling if it moves at 80mi/sec?  
Purpose Statement

## II. Give ExamplesGive Examples

Write an example of your function for some sample inputs

**time(0) = 0/80**

Use the function here What should the function produce?

**time(10) = 10/80**

Use the function here What should the function produce?

**time(80) = 80/80**

Use the function here What should the function produce?

**time(190) = 190/80**

Use the function here What should the function produce?

## III. Definition

Write the Formula, giving variable names to all your input values.

**time(distance) = distance/80**



# Word Problem

A rocket leaves Earth, headed for Mars at 80 miles per second. **At the exact same time**, an asteroid leaves Mars traveling towards Earth, moving at 70 miles per second. If the distance from the Earth to Mars is 50,000,000 miles, how long will it take for them to meet?

## I. Contract+Purpose Statement

Every contract has three parts:

; collide : Number -> Number  
name Domain Range

; Given the distance between a rocket (moving at 80mi/sec) & asteroid (70mi/sec), when will they collide?  
Purpose Statement

## II. Give ExamplesGive Examples

Write an example of your function for some sample inputs

collide(0) = 0/150

Use the function here What should the function produce?

collide(150) = 150/150

Use the function here What should the function produce?

collide(700) = 700/150

Use the function here What should the function produce?

collide(50,000,000) = 50,000,000/150

Use the function here What should the function produce?

## III. Definition

Write the Formula, giving variable names to all your input values.

collide(distance-between) = distance-between/150

## Word Problem

## I. Contract+Purpose Statement

Every contract has three parts:

```

; _____ : _____ -> _____
   name                Domain          Range

;
; _____
   Purpose Statement

```

## II. Give Examples

Write an example of your function for some sample inputs

	=
Use the function here	What should the function produce?

	=
Use the function here	What should the function produce?

	=	
Use the function here		What should the function produce?

	=	
Use the function here		What should the function produce?

### III. Definition

Write the Formula, giving variable names to all your input values.