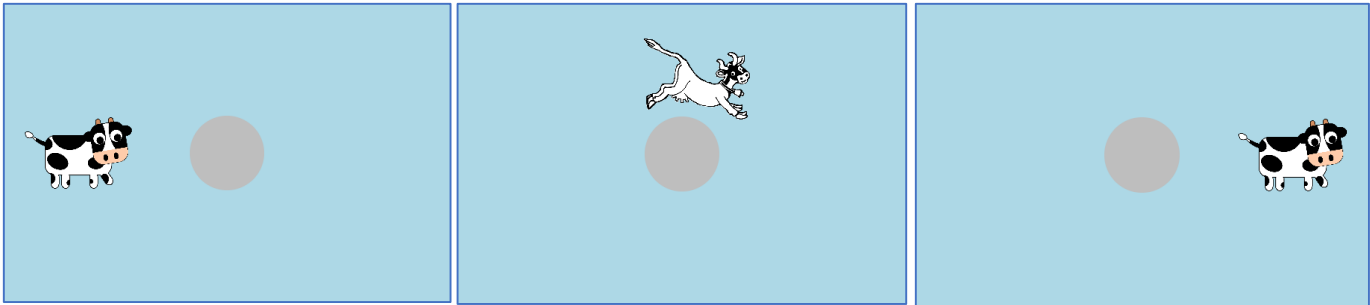# Matching Data Structures to Images

Select the correct data structure to use with the draw-state function below which models the following animation of a cow jumping over the moon:


```
# draw-state : CowState -> Image
fun draw-state(c):
  put-image(c.cow-img, c.cow-x, c.cow-y,
    put-image(MOON, 300, 200, BACKGROUND))
end
```

A
```
data CowState:
  | cow(
      cow-x :: Number,
      cow-y :: Number,
      cow-img :: Image,
      moon-x :: Number,
      moon-y :: Number,
       moon-img :: Image)
  end
```

B
```
data CowState:
  | cow(
      cow-x :: Number,
      cow-y :: Number)
  end
```

C
```
data CowState:
  | cow(
      cow-x :: Number,
      cow-y :: Number,
      cow-img :: Image)
  end
```