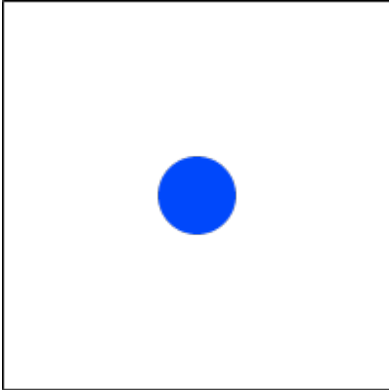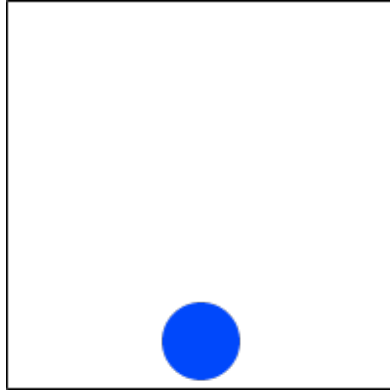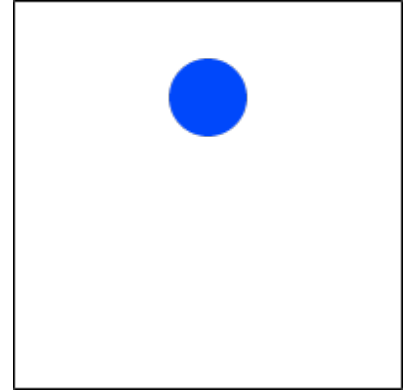# Matching draw-state

Select the single draw-state function that generates each of the following frames from the given data.


```
draw-state(game(100, -1))    draw-state(game(25, -1))    draw-state(game(150, 1))
```

```
data GameState:
  | game(
      y :: Number,
      dir :: Number)
end
```

```
WIDTH = 200
HEIGHT = 200
```

A

```
fun draw-state(g):
  if (g.y >= HEIGHT):
    put-image(circle(20, "solid", "blue"), WIDTH / 2, HEIGHT / 2,
      rectangle(WIDTH, HEIGHT, "outline", "black"))
  else: put-image(circle(20, "solid", "blue"), WIDTH / 2, g.y,
      rectangle(WIDTH, HEIGHT, "outline", "black"))
  end
end
```

B

```
fun draw-state(g):
  put-image(circle(20, "solid", "blue"), WIDTH / 2, g.y,
    rectangle(WIDTH, HEIGHT, "outline", "black"))
end
```

C

```
fun draw-state(g):
  put-image(circle(20, "solid", "blue"), g.dir, g.y,
    rectangle(WIDTH, HEIGHT, "outline", "black"))
end
```