

Word Problem: update-player

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

Contract and Purpose Statement



Every contract has three parts...

update-player	::	Number, Number, String	->	Number
<i>function name</i>		<i>domain</i>		<i>range</i>

Produce new y-coordinate depending on key press
<i>what does the function do?</i>

Examples



Write some examples, then circle and label what changes...

examples:

update-player	(100, 320, "up") is	320 + 20
<i>function name</i>	<i>input(s)</i>	<i>what the function produces</i>

update-player	(200, 100, "up") is	100 + 20
<i>function name</i>	<i>input(s)</i>	<i>what the function produces</i>

update-player	(300, 320, "down") is	320 - 20
<i>function name</i>	<i>input(s)</i>	<i>what the function produces</i>

update-player	(100, 320, "down") is	320 + 20
<i>function name</i>	<i>input(s)</i>	<i>what the function produces</i>

end

Definition



Write the definition, given variable names to all your input values...

```
fun update-player (     y, key     ):  
      string-equal("up", key)     :     y + 20      
  
  else if     string-equal("down", key)     :     y - 20      
  
  else:     y      
  
  end  
end
```