Contracts

| Name | Domain | Range | example |
|------|--------|----------|---------|
| •• | • | ^ | |
| •• | • | ↑ | |
| •• | • | | |
| •• | • | ↑ | |
| •• | | ↑ | |
| •• | • | ↑ | |
| •• | • | ↑ | |
| •• | : | ↑ | |
| •• | | ^ | |
| •• | | ↑ | |
| •• | • | | |
| •• | : | ↑ | |
| •• | | ^ | |
| •• | • | ↑ | |
| •• | • | ↑ | |
| •• | | ↑ | |
| •• | | ↑ | |

Contracts

| example | | | | | | | | | | | | | | | | | |
|---------|----------|----------|----------|----------|----------|----------|----------|----------|----------|----------|----------|----------|----------|----------|----------|----------|----------|
| Range | 1 | 1 | 1 | 1 | ↑ | ↑ | 1 | ↑ | ^ | ↑ | ↑ | ↑ | ^ | ↑ | ^ | 1 | ^ |
| Domain | | | <u></u> | • | • | • | <u></u> | : | • | • | : | : | • | • | : | • | <u>.</u> |
| Name | | •• | •• | •• | •• | •• | •• | •• | •• | •• | •• | • | •• | •• | •• | : | •• |

Reverse-Engineering: How does NinjaCat work?

| Thing in the game | What changes about it? | More specifically |
|-------------------|------------------------|-------------------|
| cloud | position | x-coordinate |
| Cat | Position | X,y coordinates |
| Ruby | Position | x-coordinate |
| Dog | Position | Y-coordinate |
| Score | Value | |
| Background | Nothing | |
| | | |
| | | |
| | | |
| | | |
| | | |
| | | |
| | | |
| | | |

Finding Coordinates



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): | |
|---|--|
| Background | |
| Our game takes place in: A zoo (space? the desert? a mall?) | |
| The Player | |
| The player is a | |
| 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 aZookeeper | |
| 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!

| Math | Circle of Evaluation | Pyret Code |
|------------------------|----------------------|--------------------|
| 5 x 10 | 5 10 | 5 * 10 |
| 8 + (5 × 10) | 8 | 8 + (5 * 10) |
| (8 + 2) - (5 x 10) | - 8 2 5 10 | (8+2) - (5 * 10) |
| <u>5 x 10</u> 8 - 2 | * 5 10 8 2 | (5 * 10) / (8 - 2) |

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

| | Circles Co minutes | | Time: 5 |
|---------|-----------------------|----------------------|-------------------|
| | Math | Circle of Evaluation | Pyret Code |
| Round 1 | (3 x 7) - (1 + 2) | * 1 2 | (3 * 7) - (1 + 2) |
| Round 2 | 3 - (1 + 2) | 3 + 1 2 | 3 - (1 + 2) |
| Round 3 | 3 - (1 + (5 x 6)) | 3 + * 5 6 h | 3 - (1 +(5 * 6)) |
| Round 4 | (1 + (5 x 6)) - 3 | 1 (5 6) 3 | (1 + (5 * 6)) - 3 |

| Fas | t Functions | | | |
|-----|----------------|----------------------------|------------------------|-----|
| # | gt | . Number | -> Image | |
| | name | domain | range | |
| exa | mples: | | | |
| _ | gt (7 | $_{}$) is $_{}$ triangle(| (7, "solid", "green") | |
| _ | gt (500 |) istriangle(| 500, "solid", "green") | |
| end | | | | |
| fun | gt(_size | _):triangle(size, "s | olid", "green") | end |
| | · · · | , | - | |
| #_ | bc | : Number | ->Image | _ |
| | name | domain | range | |
| exa | amples: | | | |
| _ | gt (<u>19</u> |) iscircle(1 | 9, "solid", "blue") | |
| _ | gt (<u>43</u> |) iscircle(4 | 3, "solid", "blue") | |
| end | d | | | |
| fur | າ bc (size |):circle(_size, "sol | lid", "blue") | end |
| | , | | | |
| #_ | dot | : String | ->Image | _ |
| | name | domain | range | |
| exa | amples: | | | |
| _ | dot("blue" |) iscircle(2 | 0, "solid", "blue") | |
| _ | dot ("red |) iscircle(2 | 0, "solid", "red") | |
| end | d | | | |
| fur | _ |): | d". color) | end |
| | | | | |

| Fast | Hiin | CTIOI | า c |
|------|-------|-------|-----|
| IUSL | I GII | CLIVI | 2 |

g : Number -> Number

name domain range

examples:

end

fun <u>g (q</u>): <u>20*q</u> end

_____ h : ____ Number ___ -> ____ Number ____ range

examples:

 $\frac{h}{H}$ ($\frac{10}{15}$) is $\frac{10/2}{15/2}$

end

fun h(x): x/2 end

______ -> _____ range

examples:

end

fun _____(___): _____ end

| | | |
|---|------|--|
| · | | |

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.

| | Domain | -> |
|----------------------------|---|-------------|
| | | Range |
| <u>.</u> | What does the function do? | |
| | What does the function do? | |
| . Give Examples | | |
| n the computer, write an e | example of your function in action, usi | ng EXAMPLE. |
| | | |
| (EXAMPLE (| he user types |) |
| t | ne user types | |
| | | |
| | |) |
| | which should become | |
| | | |
| | | |
| /EX/AMDLE / | | , |
| | he user types |) |
| · · | ne user types | |
| | | |
| | |) |
| | which should become | |
| II. Definition | | |
| Write the definition, (| giving variable names to all your input | values. |
| / | | ` |
| $I d \cap f : n \cap I$ | |) |
| (define (| e variable names | • |

DESIGN RECIPE

Word Problem: red-square

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

| ; | | > |
|----------------------------|--------------------------------------|--------------|
| Name | Domain | Range |
| | | |
| | What does the function do? | |
| Give Examples | | |
| the computer, write an ex | ample of your function in action, us | sing EXAMPLE |
| KAMPLE(| |) |
| the | user says | |
| | | |
| | |) |
| | Racket replies | · |
| | | |
| | | |
| KAMPLE(| user says |) |
| the | user says | |
| | | |
| | |) |
| | Racket turns that into | |
| Definition | | |
| Write the definition, give | ving variable names to all your inpu | t values. |
| efine (| |) |
| eillet | | |

DESIGN RECIPE

Word Problem: yard-area Use the Design Recipe to write a function $\underline{ward-area}$, which takes in the width and length of a yard, and returns the area of the yard.

(Don't forget: area = length * width !)

| I. Contract+Purpose Stat | ement | |
|---------------------------------|---------------------------------------|----------------|
| Every contract has three parts: | | |
| | | |
| ;:: | | -> |
| name | Domain | Range |
| | | , |
| ; | | |
| | What does the function do? | |
| II. Give Examples | | |
| On the computer, write an exam | ple of your function in action, u | ising EXAMPLE. |
| (EXAMPLE(| | 1 |
| Use the | e function here | / |
| | | |
| | | |
| | |) |
| | find another way to get the same resu | JIT nere |
| | | |
| | | |
| (EXAMPLE(| |) |
| Use the | e function here | |
| | | |
| | |) |
| | find another way to get the same resu | / ult here |
| III. Definition | | |
| | g variable names to all your inp | ut values. |
| | | |
| (define (| _ |) |
| function name | variable names | |
| | | |
| | |) |
| and the com | puter does this | |

DESIGN RECIPE

Word Problem: update-danger

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

| :: | | -> |
|---------------|--------------------------------------|----------------|
| name | Domain | Range |
| | | |
| | What does the function do? | |
| Give Examples | | |
| | ample of your function in action, ເ | ısing EXAMPLE. |
| XAMPLE(| |) |
| Use | e the function here | / |
| | | |
| | |) |
| | find another way to get the same res | ult here |
| | | |
| | | |
| EXAMPLE(| |) |
| Use | e the function here | |
| | | |
| | |) |
| | find another way to get the same res | ult here |
| . Definition | ving variable names to all your inp | |
| | | ut values. |
| | variable names |) |
| define (| | , |

Word Problem: update-target

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

| ;:: | | -> |
|--------------------------------|---------------------------------------|----------------|
| name | Domain | Range |
| • | | |
| · | What does the function do? | |
| II. Give Examples | | |
| On the computer, write an exam | nple of your function in action, u | ising EXAMPLE. |
| (EXAMPLE (| |) |
| Use th | e function here | |
| | | |
| | find another way to get the same resu | Ut hara |
| | Tind another way to get the same rest | лспеге |
| | | |
| (EXAMPLE(| |) |
| (EXAMPLE (Use th | e function here | |
| | | |
| | |) |
| | find another way to get the same resu | ult here |
| III. Definition | g variable names to all your inp | ut values |
| | - | ut values. |
| (define (| variable names |) |
| | | |

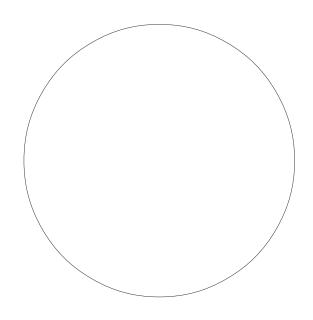
Sam is in a 640×480 yard. How far he can go to the left and right before he's out of sight?

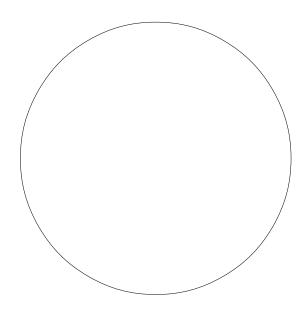
1. A piece of Sam is still visible on the left as long as...

x > -50

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

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





Word Problem: safe-left?

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

| | | -> |
|------------------------------|---------------------------------------|----------------------|
| name . | Domain | Range |
| | | |
| | What does the function do? | |
| Give Examples | | |
| n the computer, write an exa | mple of your function in action, u | ising EXAMPLE. |
| EXAMPLE(| |) |
| Use | the function here | |
| | | |
| | |) |
| | find another way to get the same resu | ult here |
| | | |
| - V | | , |
| EXAMPLE (| the function here |) |
| | | |
| | | \ |
| | find another way to get the same resu | <i>)</i> ult here |
| I. Definition | | |
| Write the definition, givi | ng variable names to all your inp | ut values. |
| dofina / | | 1 |
| define (| variable names |) |
| function name | variable flames | |

Word Problem: safe-right?

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

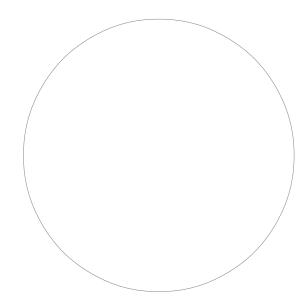
| I. Contract+Purpo | se Statement | |
|--------------------------|---------------------------------------|--|
| Every contract has three | parts: | |
| | | |
| | | -> |
| name • | Domain | Range |
| | | - |
| · / | | |
| | What does the function do? | |
| II. Give Examples | | |
| On the computer, write a | an example of your function in action | n, using EXAMPLE. |
| (EXAMPLE(| |) |
| (=/ 0 == (| Use the function here | , |
| | | |
| | | , |
| | find another way to get the same | result here |
| | | |
| | | |
| (EXAMPLE(| | 1 |
| (EXAMPLE(| Use the function here |) |
| | | |
| | | |
| | End another way to get the ages |) |
| | find another way to get the same | result here |
| III. Definition | | innut value |
| write the definitio | n, giving variable names to all your | input values. |
| (define (| |) |
| function n | ame variable names | / |
| | | |
| | |) |
| | | ······································ |

...and the computer does this

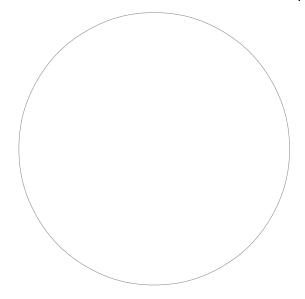
and / or

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

1. Two is less than five, <u>and</u> zero is equal to six.



2. Two is less than four <u>or</u> four is equal to six.



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.

| ;:: | | -> |
|----------------------------------|------------------------------------|---------------|
| name | Domain | Range |
| / | | |
| W | hat does the function do? | |
| II. Give Examples | o of your function in action | Ising EVAMPLE |
| On the computer, write an exampl | | |
| (EXAMPLE (| |) |
| Use the fi | unction here | |
| | | |
| | nd another way to get the same res |) |
| | id another way to get the same res | uit nere |
| | | |
| (EXAMPLE(| |) |
| Use the fu | unction here | / |
| | | |
| | |) |
| fir | nd another way to get the same res | ult here |
| III. Definition | | |
| Write the definition, giving v | variable names to all your inp | out values. |
| (define (| |) |
| function name | variable names | / |

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 Stateme | nt | |
|-----------------|---------------------------------|----------------------|-------------------------------------|
| | | | _ |
| name | • | Domain | Range |
| II. Give Exar | nples | | |
| On the computer | , write an example o | of your function for | each topping, using EXAMPLE. |
| (EXAMPLE (co | St "pe Use the function here | epperoni") _ | What should the function produce? |
| (EXAMPLE(| Use the function here |) | What should the function produce? |
| (EXAMPLE(| Use the function here |) | What should the function produce? |
| (EXAMPLE(| Use the function here |) |) What should the function produce? |
| III. Definition | 1 | | |
| (define (| unction name | variable | names) |
| | | | |
| | | | |
| | | | |
| | | | |

Word Problem: update-player

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

| I. Contract- | +Purpose Stateme | ent | | |
|----------------------|-----------------------|----------|---------------|-------------------------------------|
| | | | | -> |
| name | _ • | | Domain | Range |
| II. Give Exar | mples | | | |
| Finish the two ex | amples we've starte | d for yo | u, and make | two more |
| (EXAMPLE(<u>up</u> | odate-player | 128 | <u>"up"</u>) | |
| | Use the function here | 9 | | What should the function produce? |
| (EXAMPLE(<u>u</u> p | odate-player) | 451 | "down") | |
| | Use the function here | 9 | | What should the function produce? |
| (EXAMPLE(| Use the function here | 2 |) |) What should the function produce? |
| (EXAMPLE(| Use the function here | 5 |) |) What should the function produce? |
| III. Definition | 1 | | | |
| (define (<u> </u> | unction name | | variable na |) |
| l | unction name | | variable na | ines |
| | | | | |
| | | | | |
| | | | | |
| | | | | |
| | | | | |
| | | | | |
| | | | | |
| | | | | |

Write a function called <u>line-length</u>, 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 Statem | ent | | |
|--|------------|--------------|-----------------------------------|
| Every contract has three parts: | | | |
| | | | -> |
| name • |] | Domain | Range |
| II. Give Examples | | | |
| m Give Examples | | | |
| (EXAMPLE (line-length 10 | 5 |) | <u>(- 10 </u> |
| | | | |
| Use the function he | re | | What should the function produce? |
| | | | |
| | | | |
| (EXAMPLE (line-length 2 | 8 |) | <u>(- 8 </u> |
| <u> </u> | | | |
| Use the function he | re | | What should the function produce? |
| III. Definition Write the definition, giving va | riahle nan | nes to all v | our input values |
| Write the definition, giving va | mable nam | ics to an y | our impac values. |
| (define (| | |) |
| function name | | variable n | ames |
| | | | |
| | | | |
| | | | |
| | | | |
| | | | |
| | | | |
| | | | |
| | | | |
| | | | |
|) | | | |
| | | | |

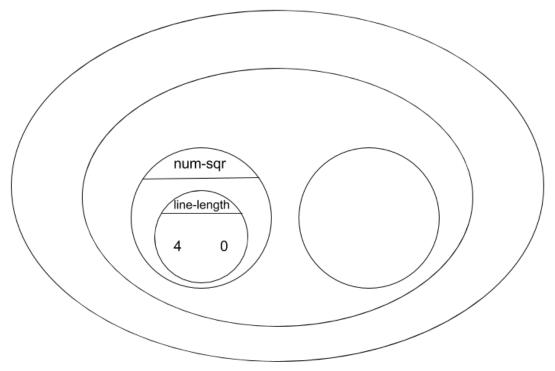
...and the computer does this

The Distance Formula (an example)

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

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

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



Convert the Circle of Evaluation into Pyret code:

Write a function <u>distance</u>, which takes FOUR inputs:

(define (

function name

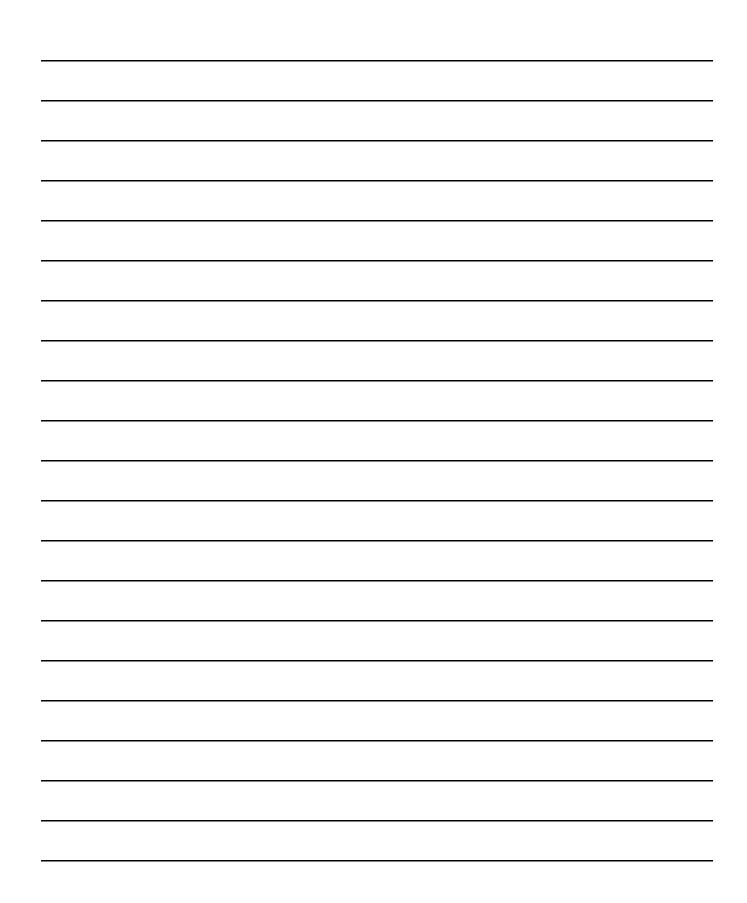
| □ py: The y-cool □ cx: The x-cool | rdinate of the player rdinate of the player rdinate of another game charact rdinate of another game charact | | |
|--|--|----------------------|---------------------|
| It should return the owner what you did on pag | distance between the two, using e 27!) | the Distance formu | ıla. (HINT: look at |
| I. Contract+Pu | rpose Statement | | |
| ; | : | > | |
| name | Domain | | Range |
| ; | | | |
| | What does the function | do? | |
| II. Give Exampl | es | | |
| (EXAMPLE(| |) | |
| , , | Use the function here | , | |
| | | | |
| | | |) |
| | find another way to get | the same result here | |
| | | | |
| (EXAMPLE(| |) | |
| | Use the function here | | |
| | | | |
| | | |) |
| | find another way to get | the same result here | |
| III. Definition | | | |

variable names

Write a function collide?,which takes FOUR inputs:

| □ px: The □ py: The □ cx: The □ cy: The □ t should coordin | x-coordinate of the py-coordinate of the px-coordinate of anothy-coordinate of anoth true if the coates of the other cha | player her game character her game character bordinates of the player are w hracter. Otherwise, false. | vithin 50 pixels of the | |
|--|--|--|--------------------------------|--|
| I. Contrac | ct+Purpose Statem | nent | | |
| name | : | Domain | Range | |
| , | Wh | at does the function do? | | |
| II. Give Ex | amples | | | |
| (EXAMPLE(| Use the fu | nction here |) | |
| _ | finc | d another way to get the same resul | lt here | |
| (EXAMPLE(| Use the fu | nction here |) | |
| _ | | d another way to get the same resul |) It here | |
| III. Definiti | on | | | |
| (define (_ | function name | variable names |) | |
| | | |) | |

| Catchy Intro: |
|-------------------------------|
| |
| |
| Name, Age, Grade: |
| Game Title: |
| Back Story: |
| |
| |
| |
| Characters: |
| |
| |
| |
| |
| Explain a piece of your code: |
| |
| |
| |



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!

Word Problem: red-shape

Write a function called <u>red-shape</u>, 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 State | ement | |
|--|---------------------------|-------------------------------------|
| • | | |
| name | Domain | > Range |
| · | What does the function of | do? |
| II. Give Examples | | |
| Write some examples of red-shap | e below. The first one | e has already been done for you. |
| (EXAMPLE <u>(red-shape</u> "red")) | "circle" |) (circle 50 "solid" |
| Use the function | here | What should the function produce? |
| (EXAMPLE (| here) | What should the function produce? |
| (EXAMPLE (| here) |) What should the function produce? |
| (EXAMPLE (| here |) What should the function produce? |
| III. Definition | | |
| (define (| variable | e names |
| | (cir | rcle 50 "solid" "red") |
| | | |
| | | |
| | | |
| | | |
| | | |

Translating into Algebra

Value Definitions

| Pyret Code | Algebra |
|-----------------------------------|---------|
| x = 10 | x = 10 |
| y = x * 2 | y = x*2 |
| z = x / y | |
| w = num - sqrt(num - sqr(x) + 1) | |
| days = (age * 12) * 30 | |
| y = (v * x) + x0 | |
| y = ((0.5 * a) * num-sqr(x)) + y0 | |

Function Definitions

| Pyret Code | Algebra |
|--|--------------------------------------|
| fun area(length, width): length * width end | area(length, width) = length * width |
| fun circle-area(radius): pi * radius end | |
| <pre>fun distance(x1, y1, x2, y2): num-sqrt(num-sqr(x1 - x2) + num-sqr(y1 - y2)) end</pre> | |

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

| l. | Contract+ | Purpos | e Stat | tement | | |
|------------|------------------|---------|----------|------------------------------------|-------|--|
| Every | contract has | three | parts: | | | |
| # | D | | | -) | _ | |
| # | D name | ·_ | | | Range | |
| # | Hame | | | Bomain | Range | |
| ·· | | | | What does the function do? | | |
| | | | | | | |
| II. | Give Exam | | | | | |
| Write | an example | of your | function | on for <u>some sample inputs</u> | | |
| | D(1) | | is | | | |
| | | | | | _ | |
| Use the | e function here | | | What should the function produce? | | |
| | D(2) | = | is | | | |
| Use the | e function here | | | What should the function produce? | | |
| | D() | is | | | | |
| Use the | e function here | | | What should the function produce? | | |
| | | is | | | | |
| Use the | e function here | | | What should the function produce? | | |
| III. | | | | | | |
| Write | the function, | giving | variab | le names to all your input values. | | |
| fun end | _ |): | | | | |

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

| # | : | > | > |
|-----------------------|--------------|--------------------------------------|-------|
| name | | Domain | Range |
| # | | What does the function do? | |
| | | | |
| II. Give Examp | | | |
| Write an example o | f your func | tion for <u>some sample inputs</u> | |
| | is | | |
| Use the function here | | What should the function produce? | |
| | is | | |
| Use the function here | | What should the function produce? | |
| | is | | |
| Use the function here | | What should the function produce? | |
| | is | | |
| Use the function here | | What should the function produce? | |
| III. Definition | | | |
| | giving varia | able names to all your input values. | |
| £ / | ` | _ | |
| fun (|) : | | |
| end | | | |

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+ Every contract has | Purpose Sta three parts: | tement | |
|------------------------------------|-----------------------------|-------------------------------------|-------|
| # | :: | > | |
| name | | Domain | Range |
| | | What does the function do? | |
| II. Give Exam | | on for come comple inputs | |
| write an example | - | on for <u>some sample inputs</u> | |
| Use the function here | is | What should the function produce? | |
| | is | | |
| Use the function here | | What should the function produce? | |
| Use the function here | is | What should the function produce? | |
| | is | | |
| Use the function here | | What should the function produce? | |
| III. Definition Write the function | , giving varial | ole names to all your input values. | |
| fun (end |): | | |

| I. Contract | t+Purpose \$ | Statement | |
|---------------------|-----------------|--|-------|
| Every contract h | | | |
| # | : | -> | • |
| name | | Domain | Range |
| " | | What does the function do? | |
| II. Give Exa | | | |
| Write an examp | ole of your ful | nction for <u>some sample inputs</u> | |
| | is | | |
| Use the function he | ere | What should the function produce? | |
| | is | | |
| Use the function he | ere | What should the function produce? | |
| | is | | |
| Use the function he | ere | What should the function produce? | |
| | is | | |
| Use the function he | ere | What should the function produce? | |
| III. Definition | on | | |
| | | riable names to all your input values. | |
| fun end | (|): | |