

Matching draw-state

Select the single draw-state function that generates each of the following frames from the given data. (Assume GYMNAST is a defined image):



```
draw-state(  
  cartwheel(100, 30))
```



```
draw-state(  
  cartwheel(160, 300))
```



```
draw-state(  
  cartwheel(240, 180))
```

```
data CartwheelState:  
  | cartwheel(  
    x :: Number,  
    rotation :: Number)  
end
```

```
WIDTH = 300  
HEIGHT = 200  
GROUND = rectangle(WIDTH, 75, "solid", "lightgreen")  
BACKGROUND = rectangle(WIDTH, HEIGHT, "solid", "lightblue")
```

A

```
fun draw-state(c):  
  put-image(rotate(c.rotation, GYMNAST), c.x, 120,  
    put-image(GROUND, WIDTH / 2, 25, BACKGROUND))  
end
```

B

```
fun draw-state(c):  
  put-image(GYMNAST, c.x, 120, BACKGROUND)  
end
```

C

```
fun draw-state(c):  
  put-image(scale(0.5, GYMNAST), c.x, c.y,  
    put-image(GROUND, WIDTH / 2, 25, BACKGROUND))  
end
```