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

Contract and Purpose Statement

Every contract has three parts...

; _____ : _____ → _____
  function name   *domain*   *range*

; _____
                    what does the function do?

Examples

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

(EXAMPLE(update-player   320 "up"   )   )
         function name   *input(s)*   *what the function produces*

(EXAMPLE(update-player   100 "up"   )   )
         function name   *input(s)*   *what the function produces*

(EXAMPLE(_____ _____) _____)
         function name   *input(s)*   *what the function produces*

(EXAMPLE(_____ _____) _____)
         function name   *input(s)*   *what the function produces*

Definition

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

(define(_____ _____)
          function name   *variables*

    (_____

        [_____ _____]

        [_____ _____]

        [_____ _____]))