## Contracts

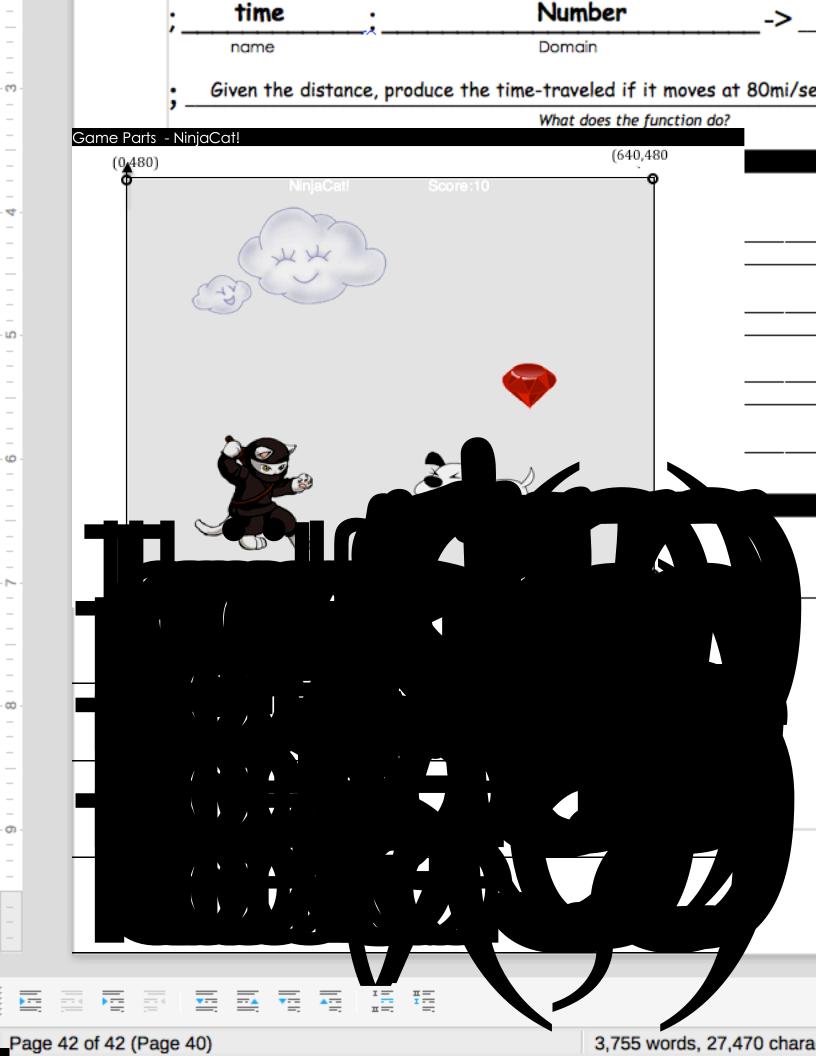
Name	Domain	Range	example
••	•	<b>↑</b>	
:	:	<b>↑</b>	
••	•	<b>↑</b>	
:		<b>↑</b>	
•	•	<b>^</b>	
••	•	<b>^</b>	
••	:	<b>↑</b>	
••		<b>↑</b>	
••	•	<b>↑</b>	
•	•	<b>↑</b>	
••		<b>↑</b>	
••	:	<b>↑</b>	
;	•	<b>^</b>	
••		<b>↑</b>	
•		<b></b>	
••	:	<b>↑</b>	
•	•	<b>↑</b>	

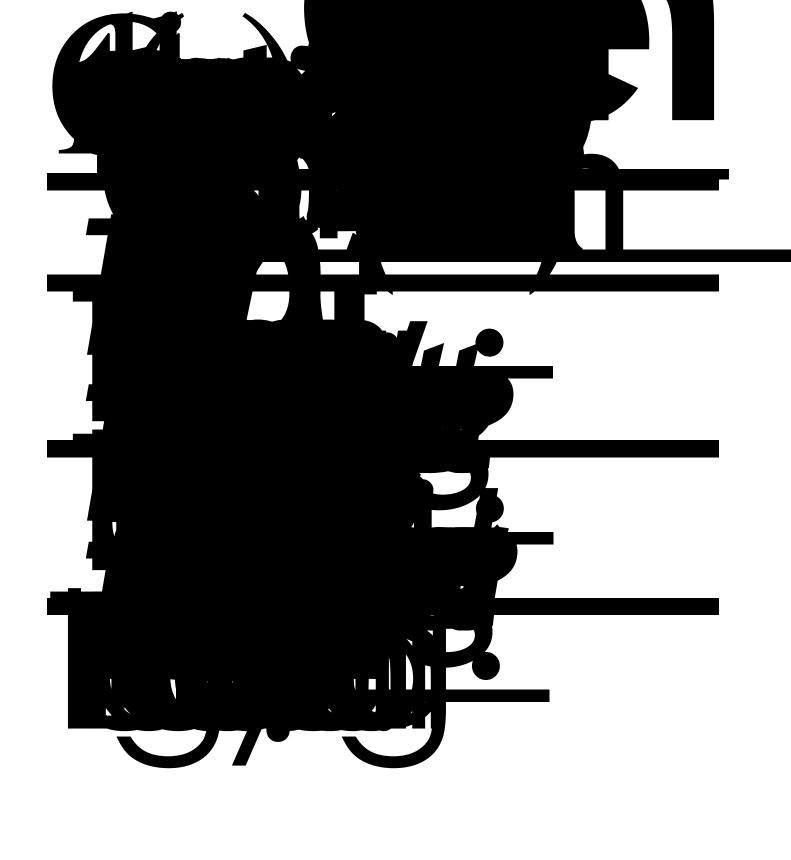
## **Contracts**

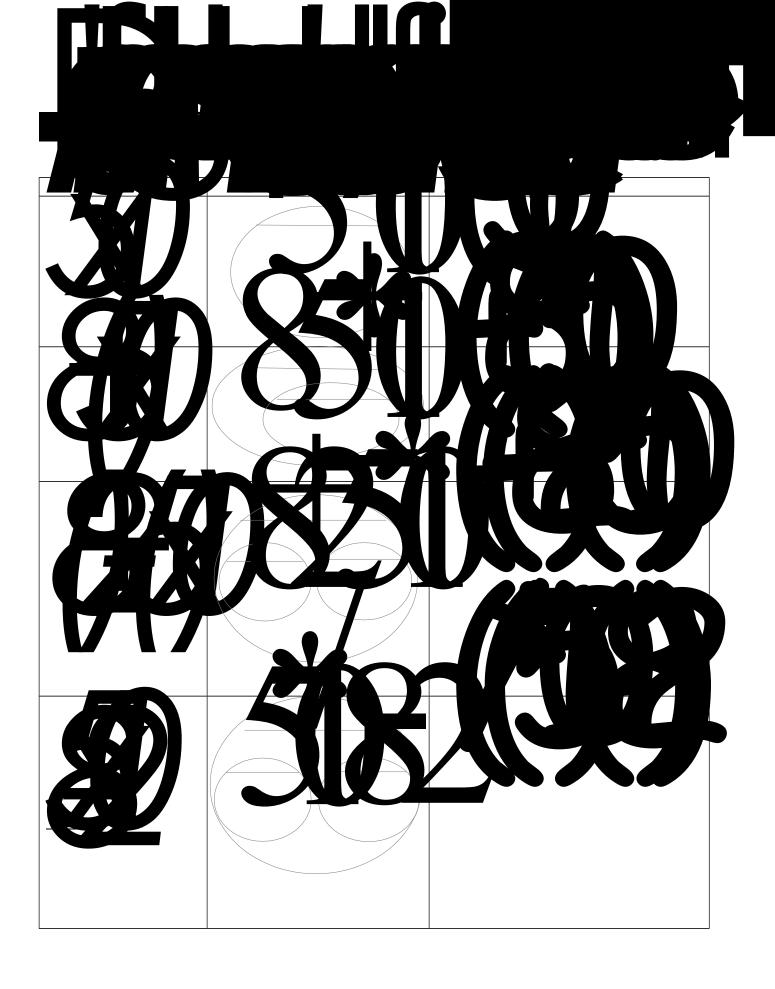
example																	
Range	<b>1</b>	<b>↑</b>	<b>↑</b>	<b>1</b>	<b>↑</b>	<b>1</b>											
Domain		•	•		•	•	•	:	•	•	•	:	:	:	•	:	
Name	••	••	••	••	••	••	••	••	••	••	••	•	••	•	••	•	••

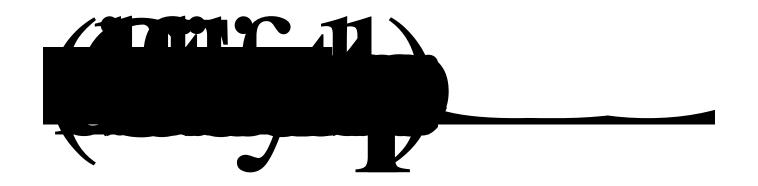
## Lesson 1

Thing in the game	What changes about it?	More specifically
cat	Position	x, y
ruby	position	×
clouds	position	×
dog	position	×
score	value	
background	nothing	

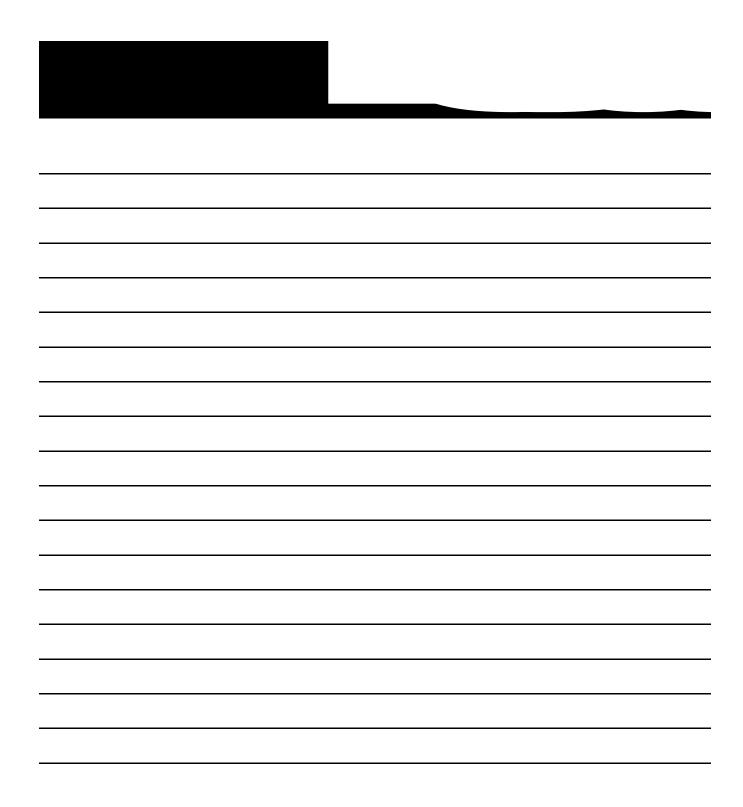


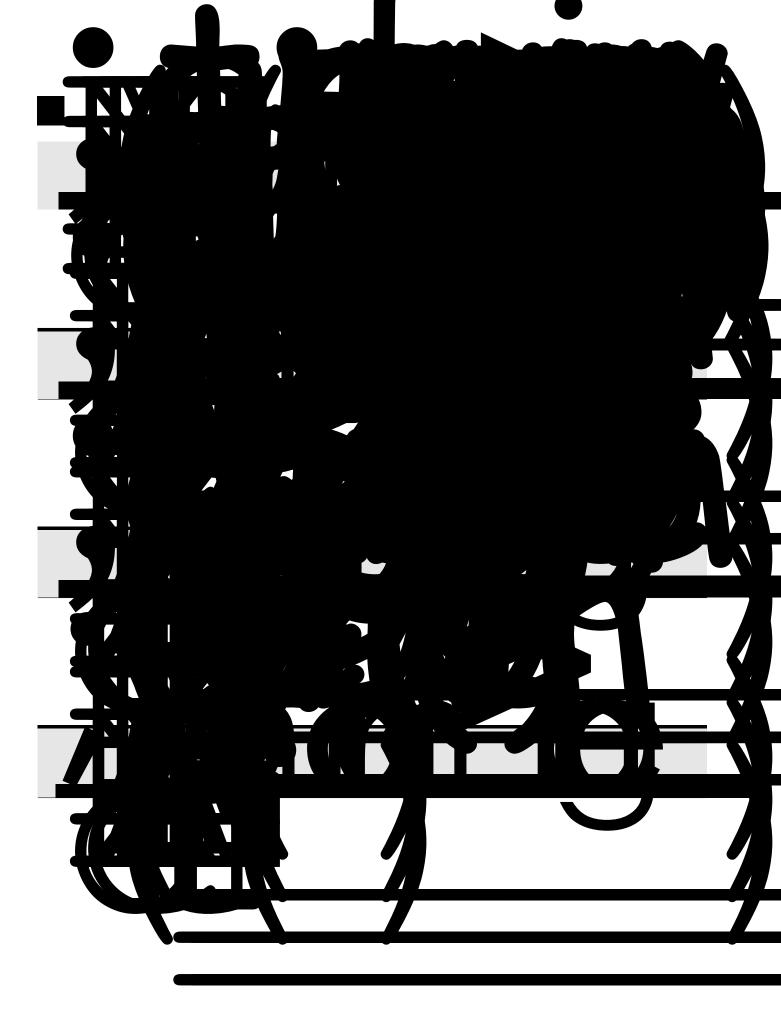


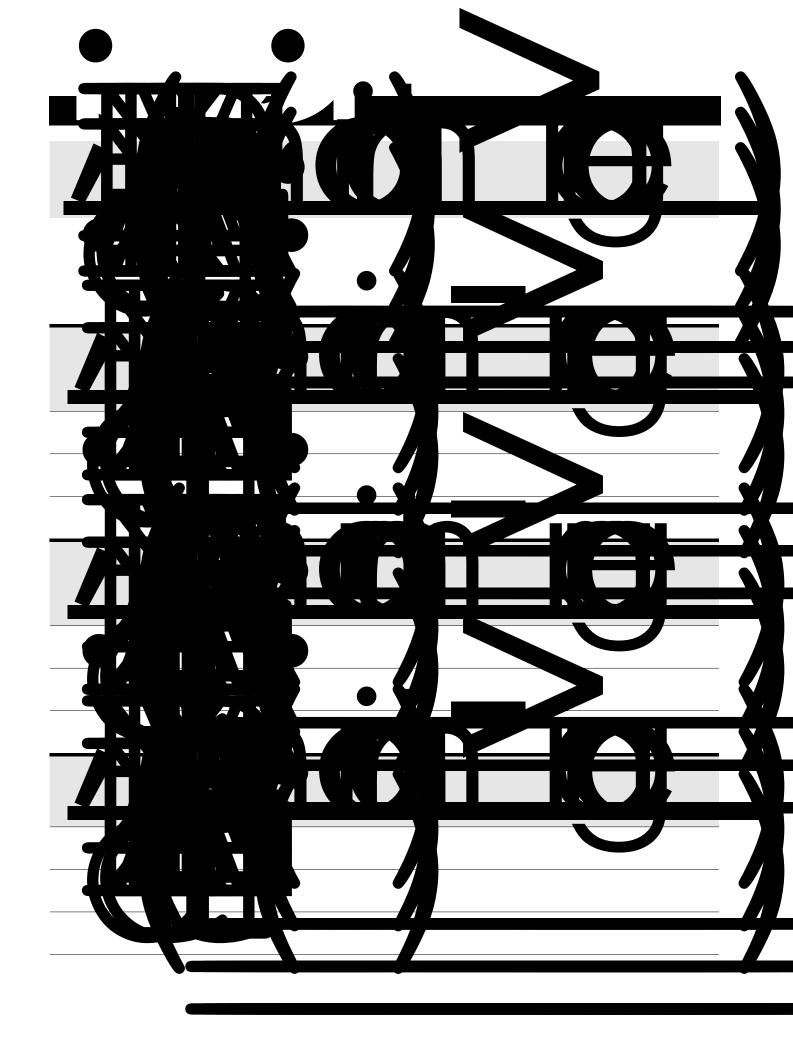


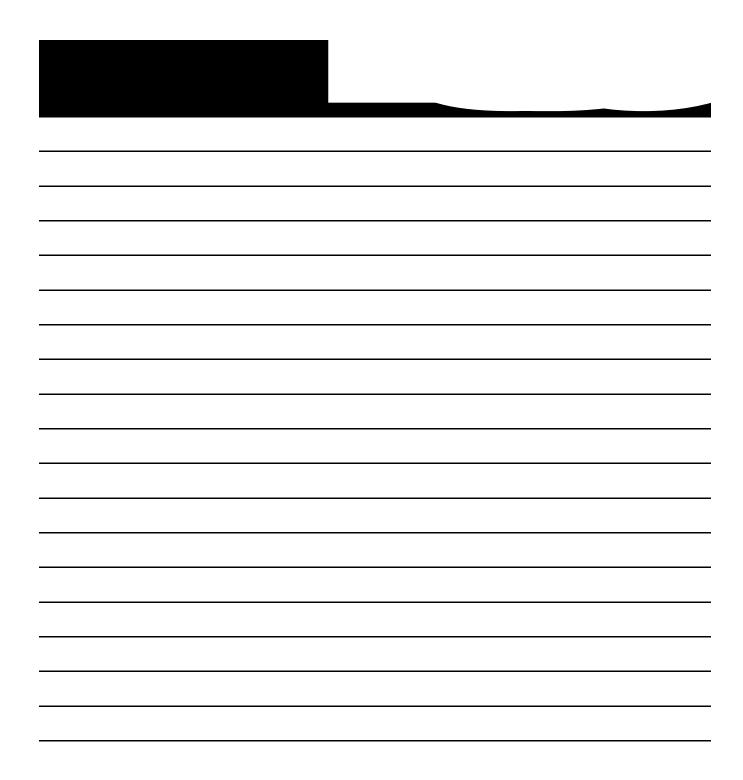


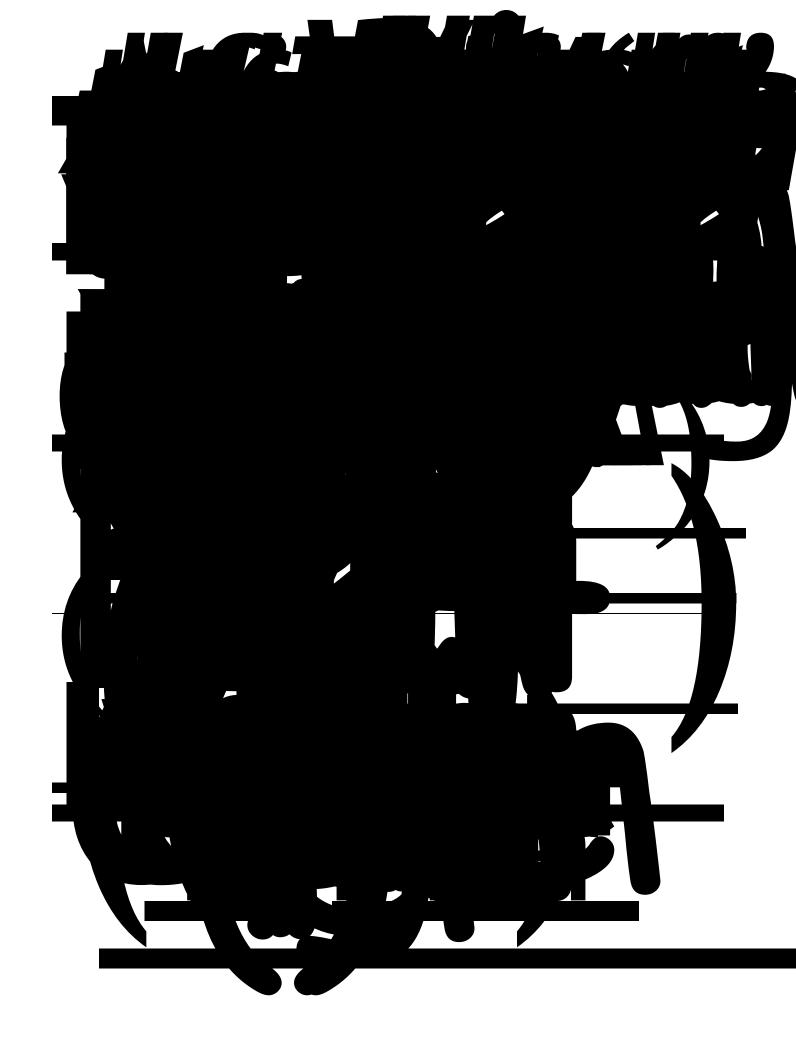


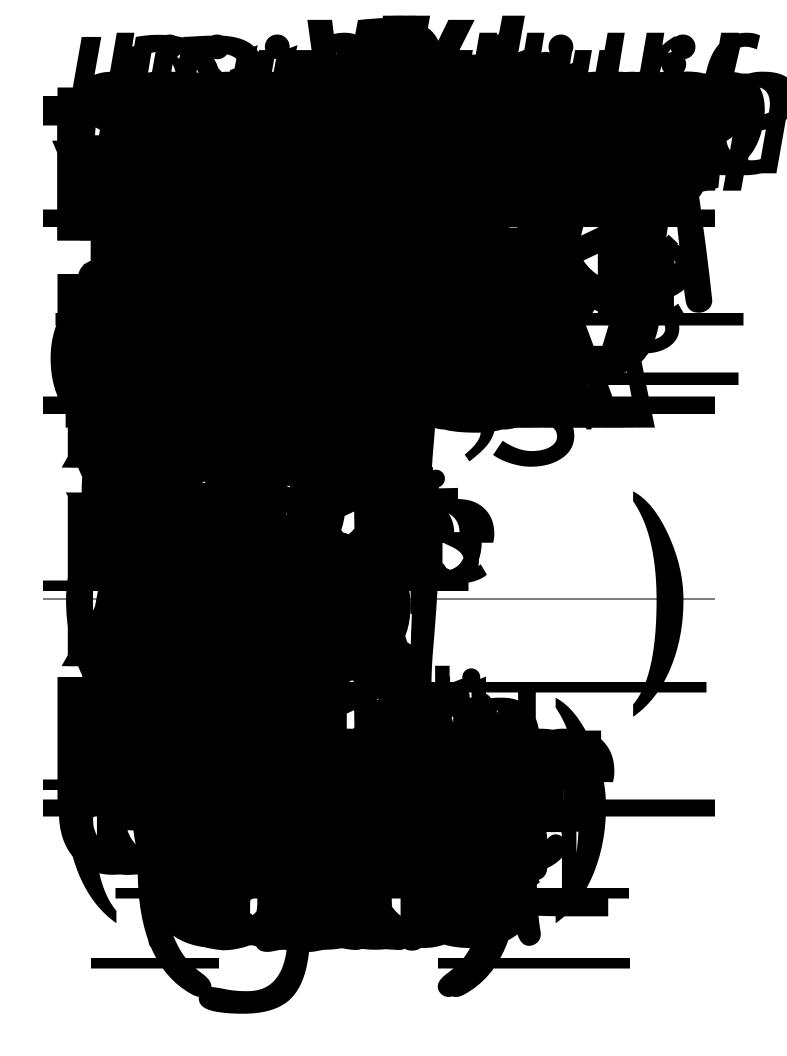


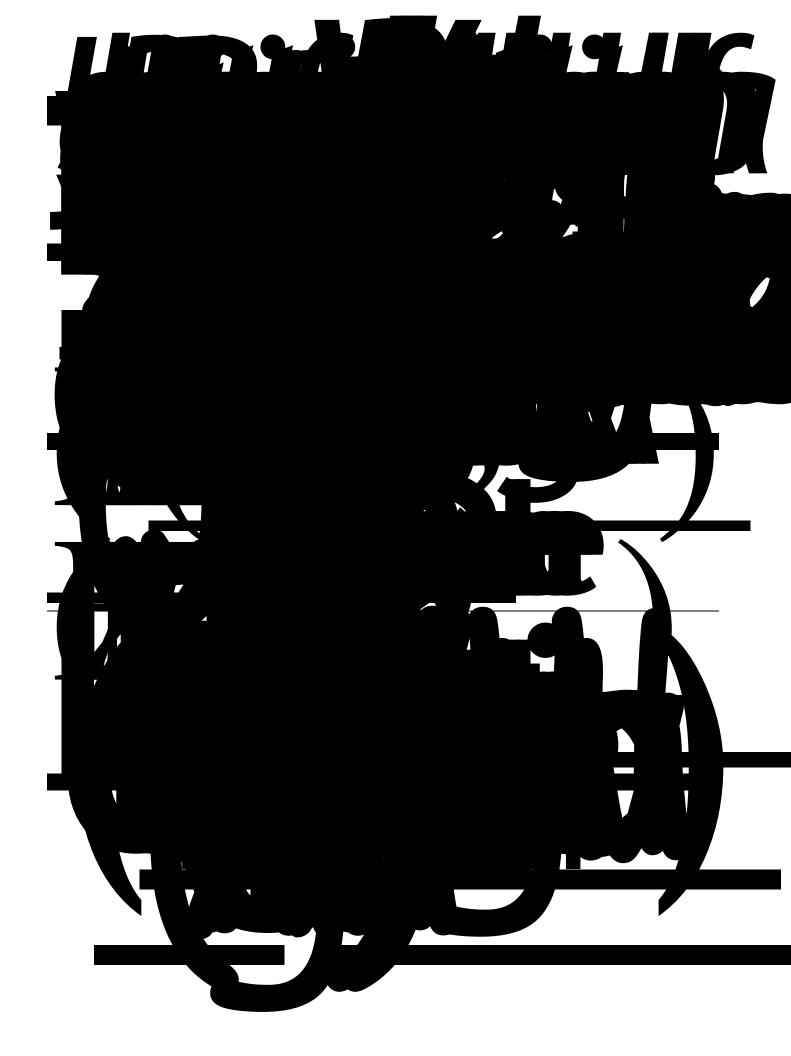


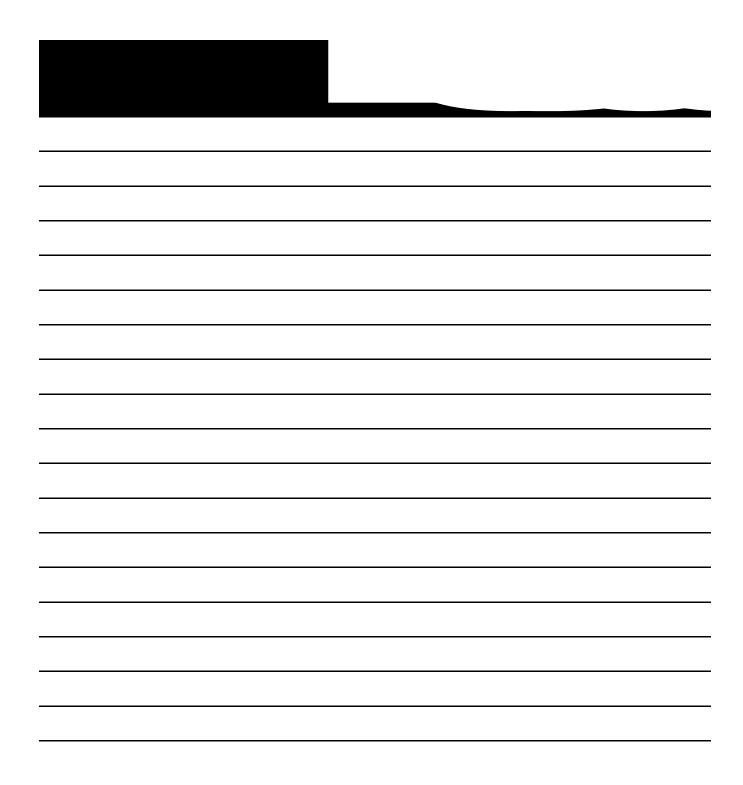


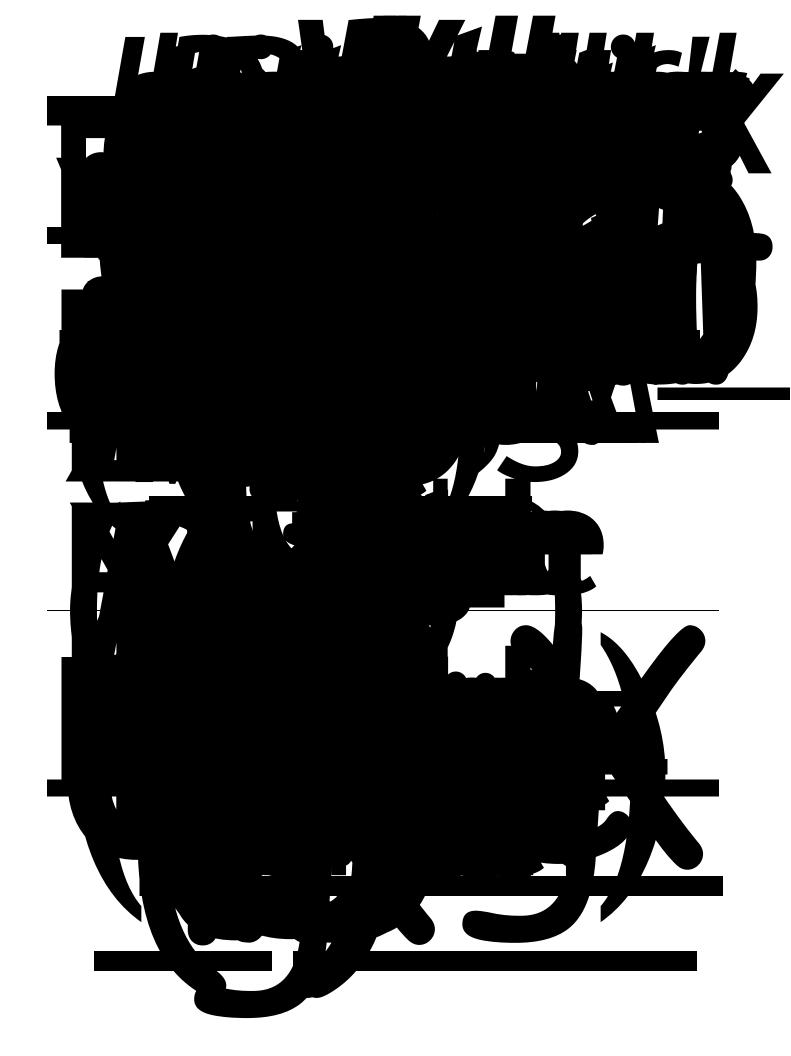


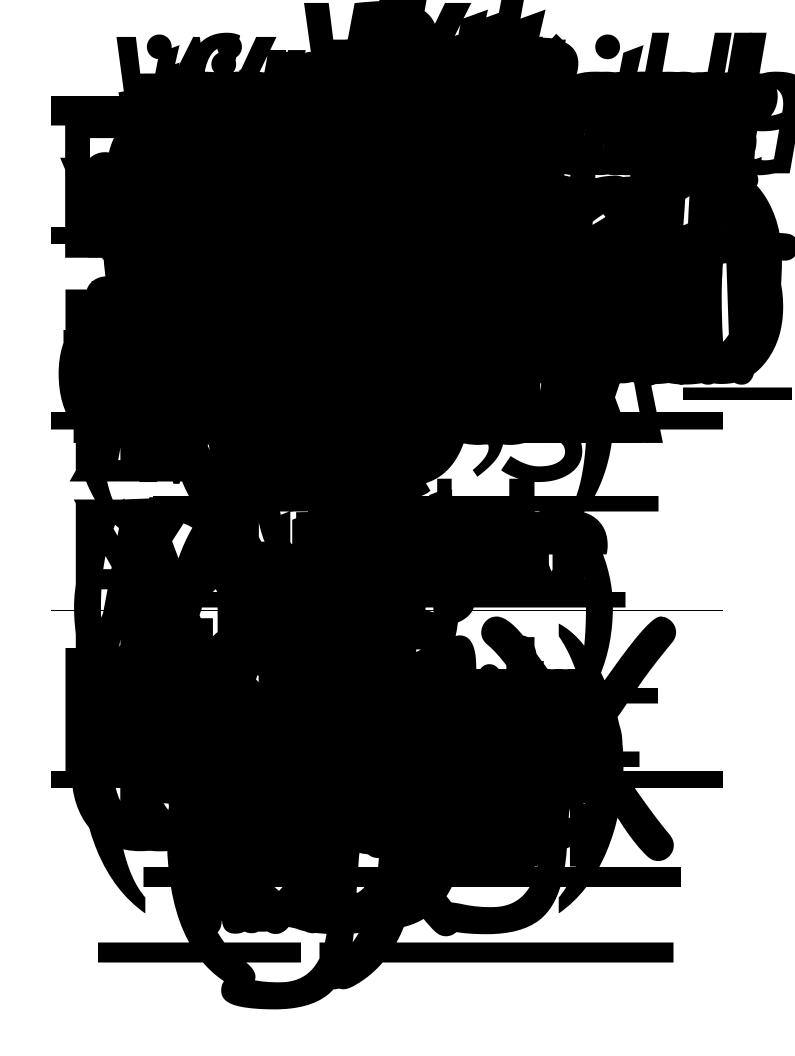




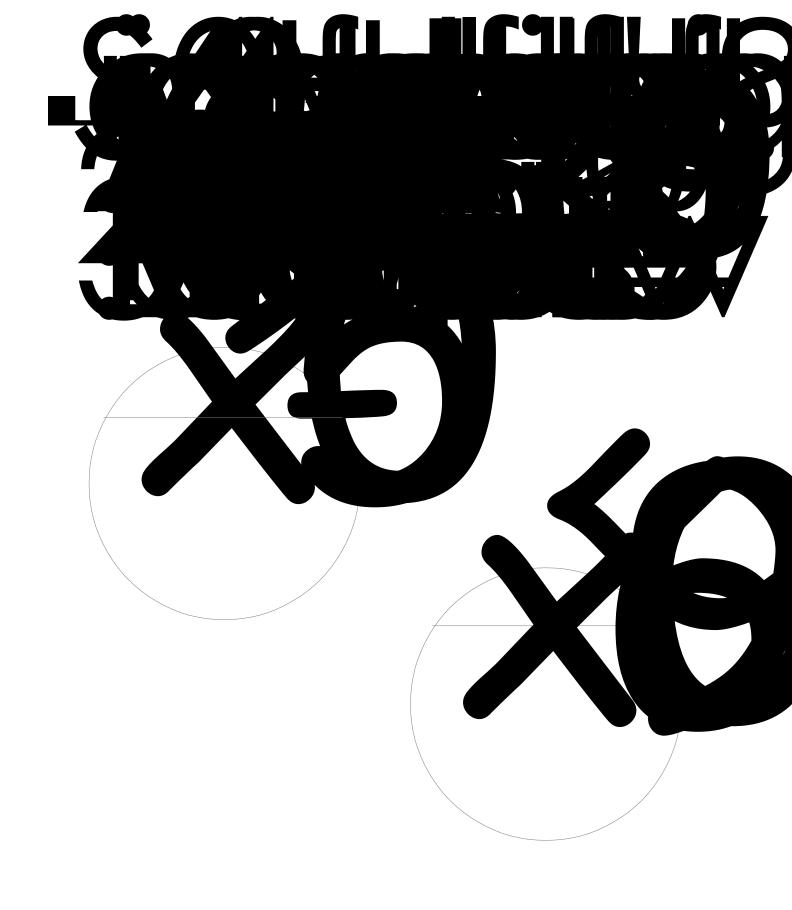


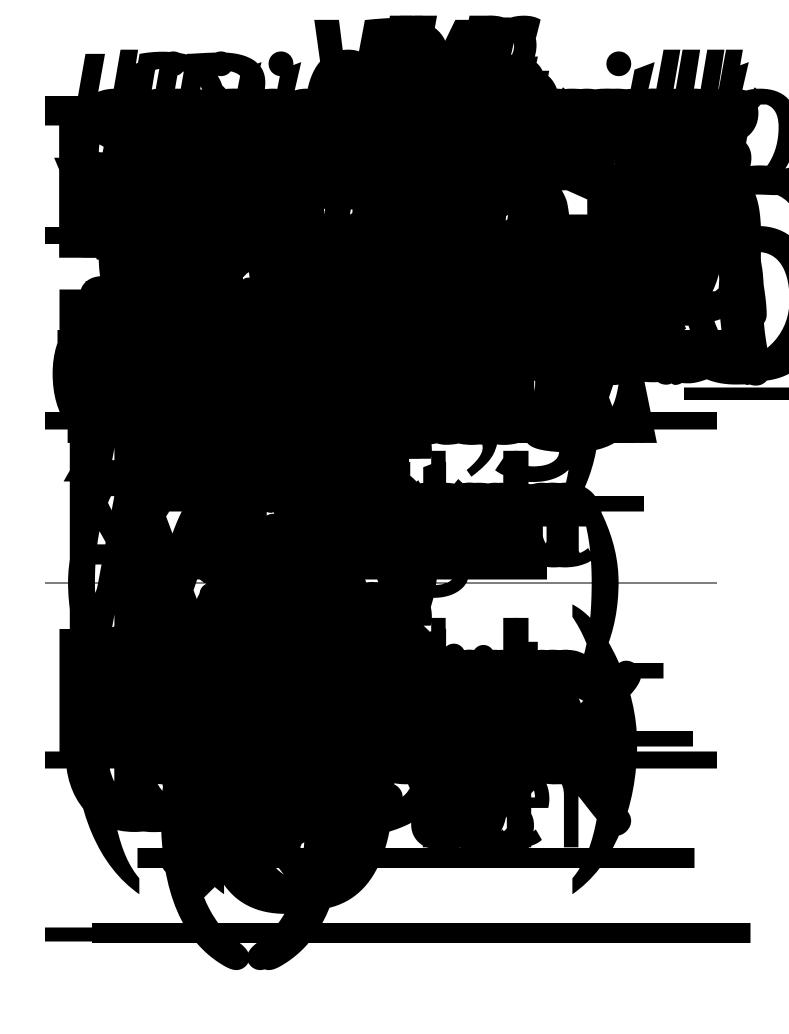


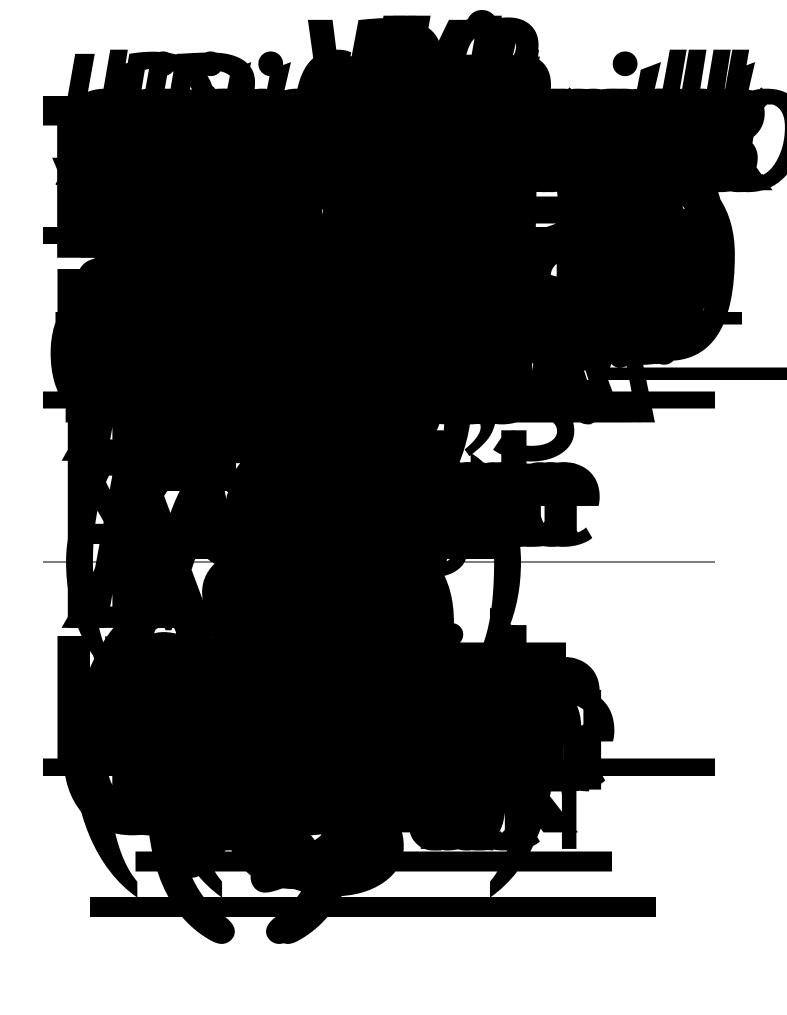


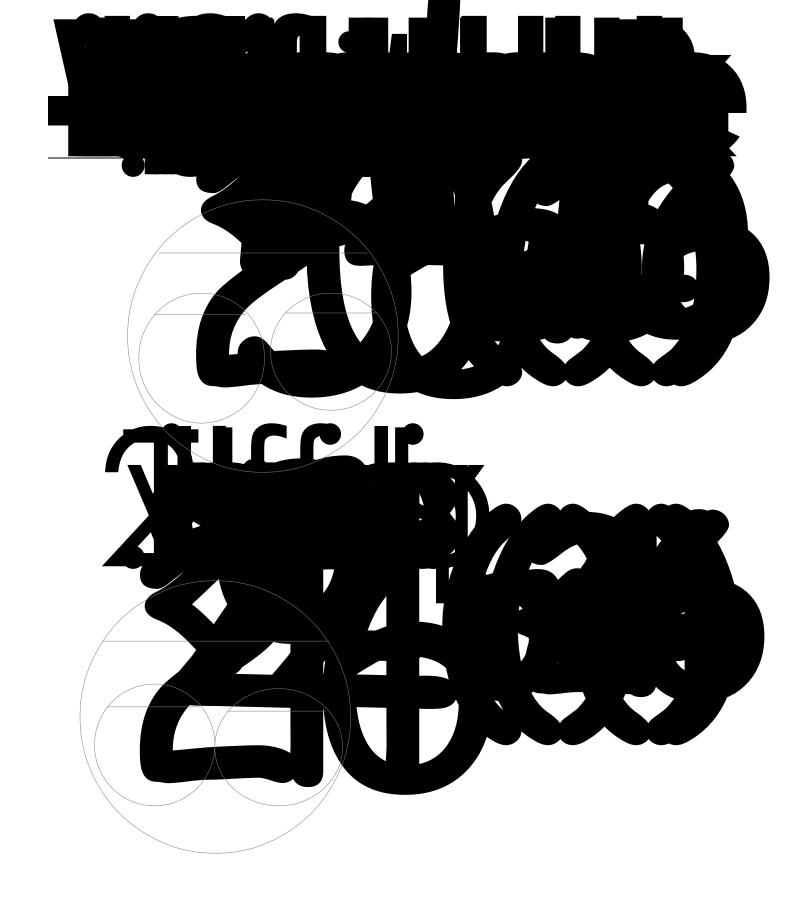


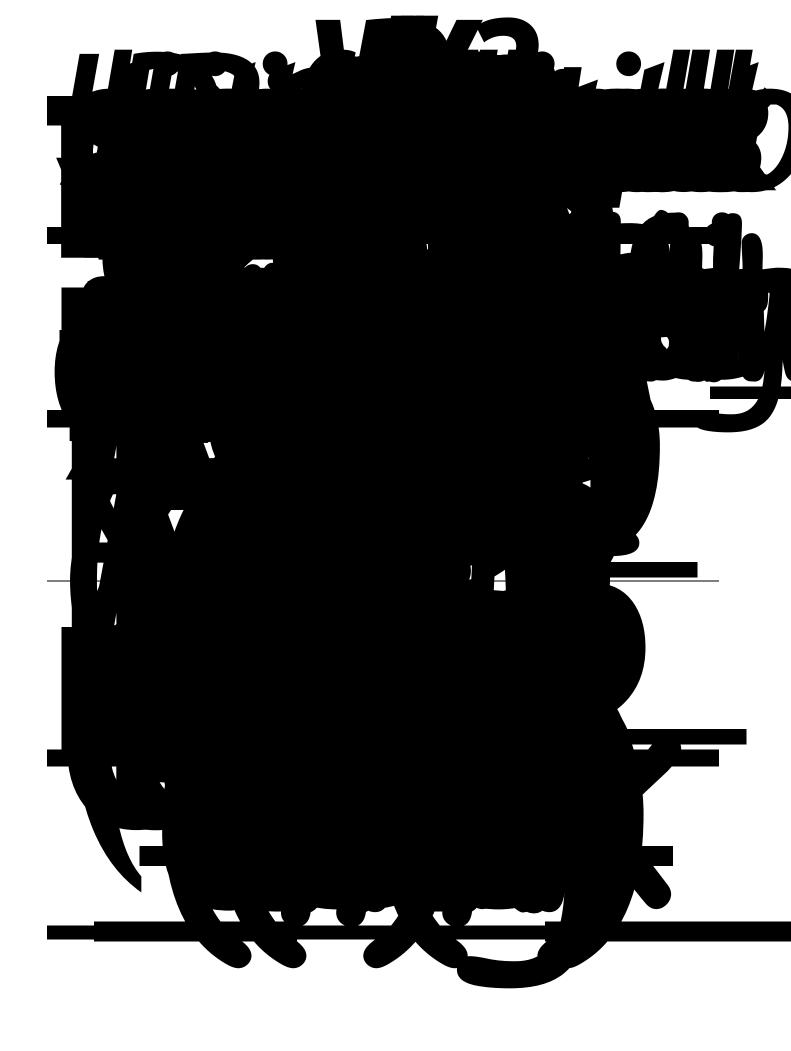


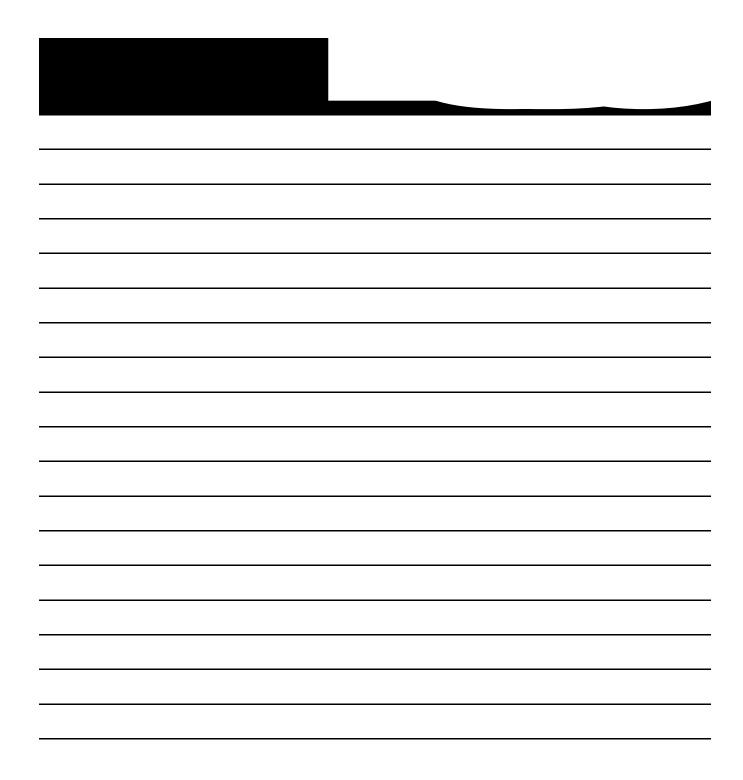




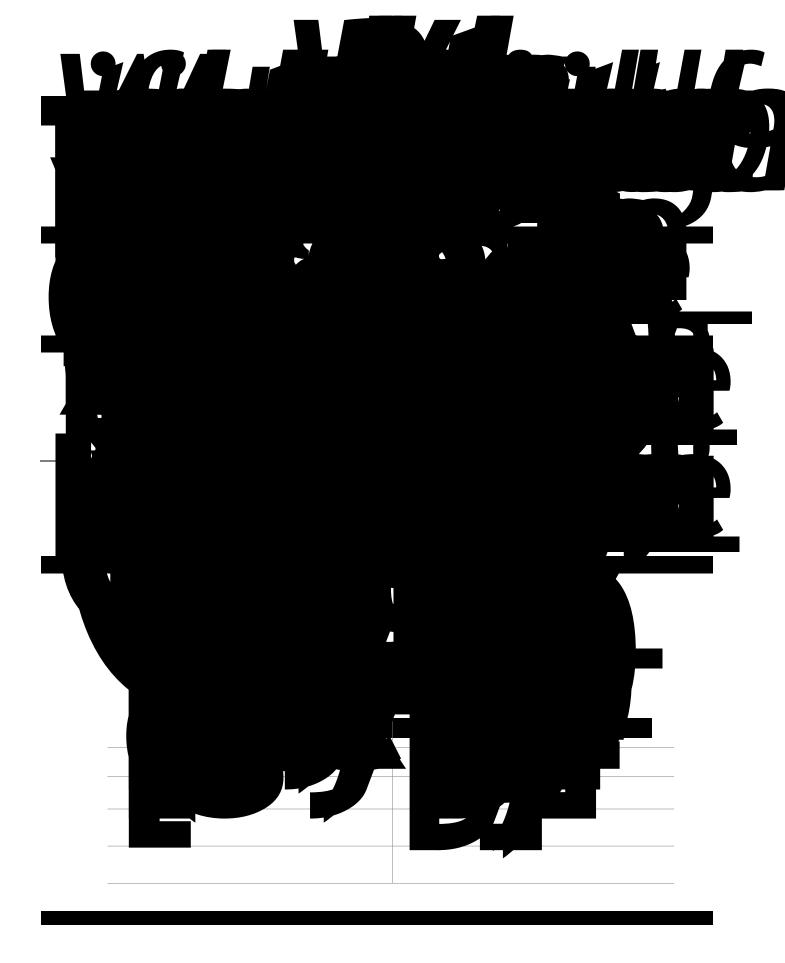


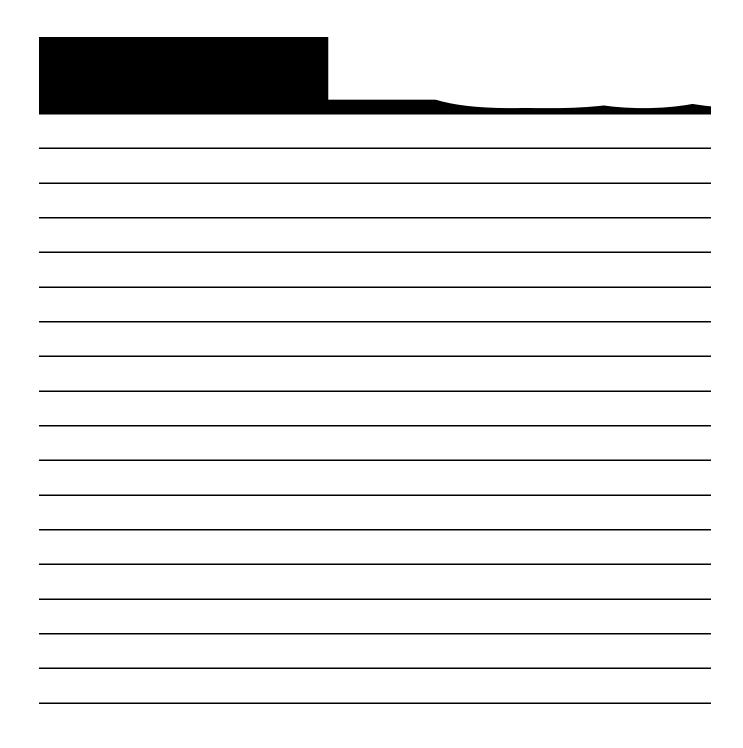


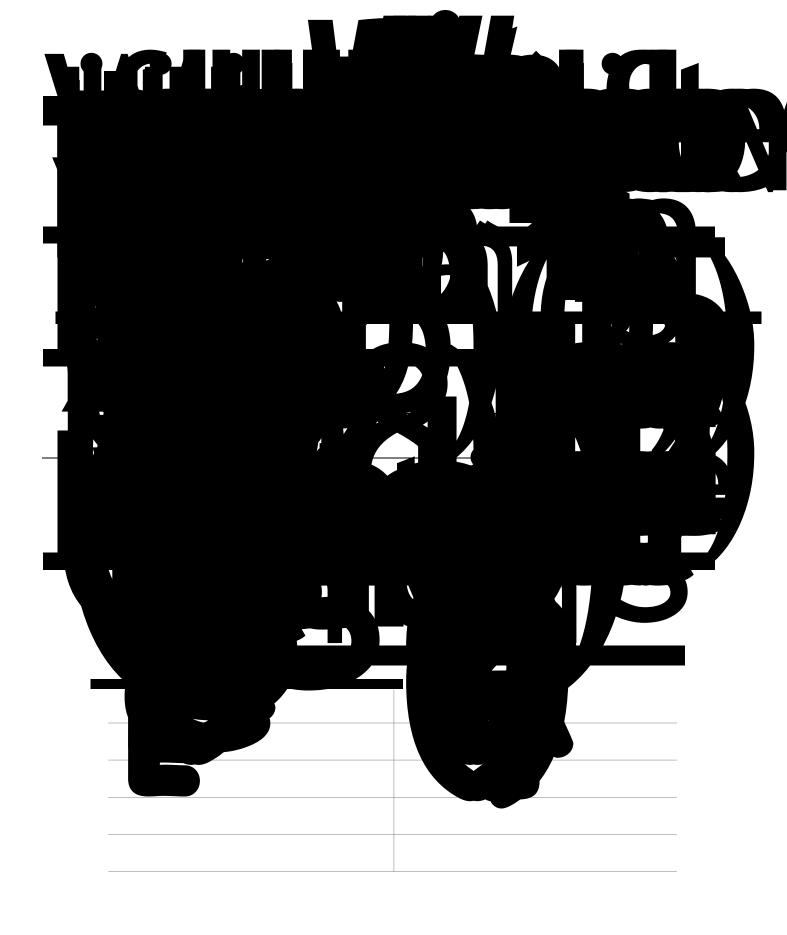


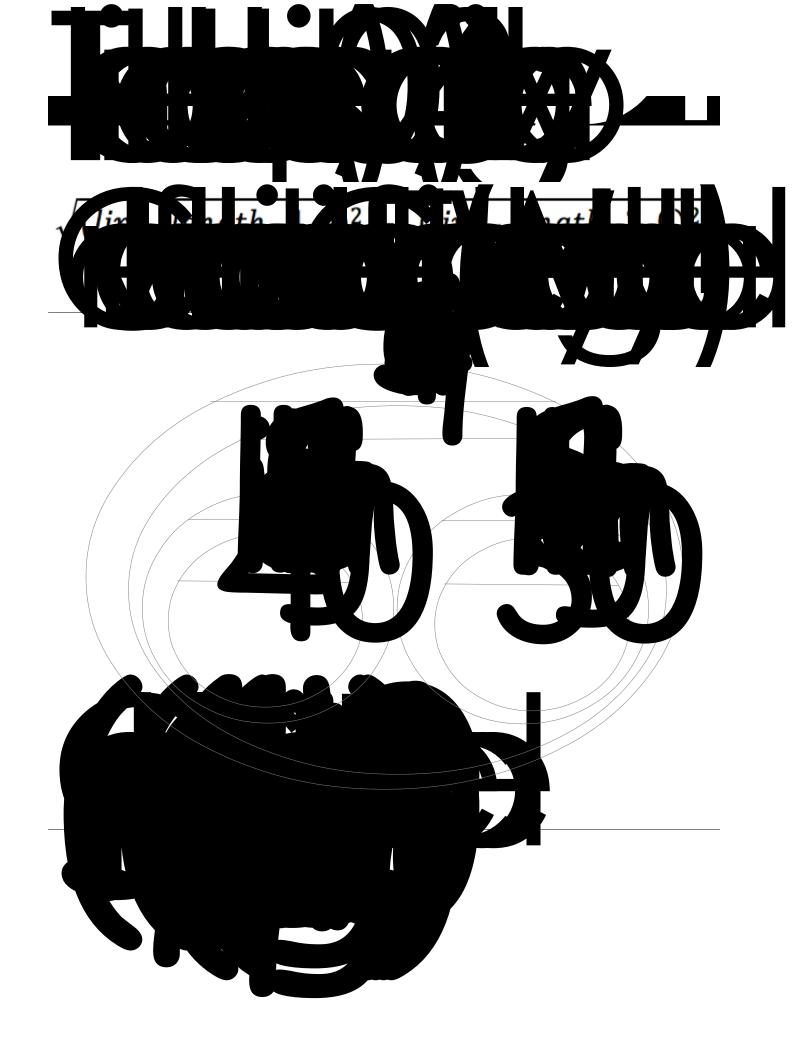


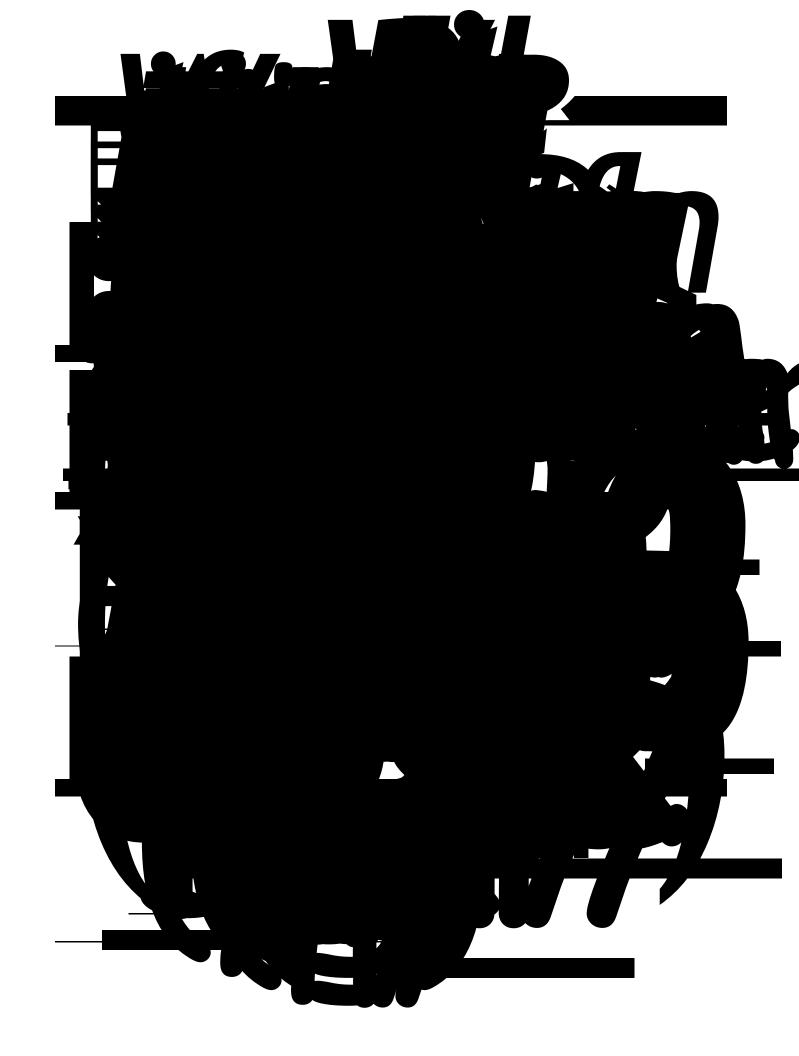


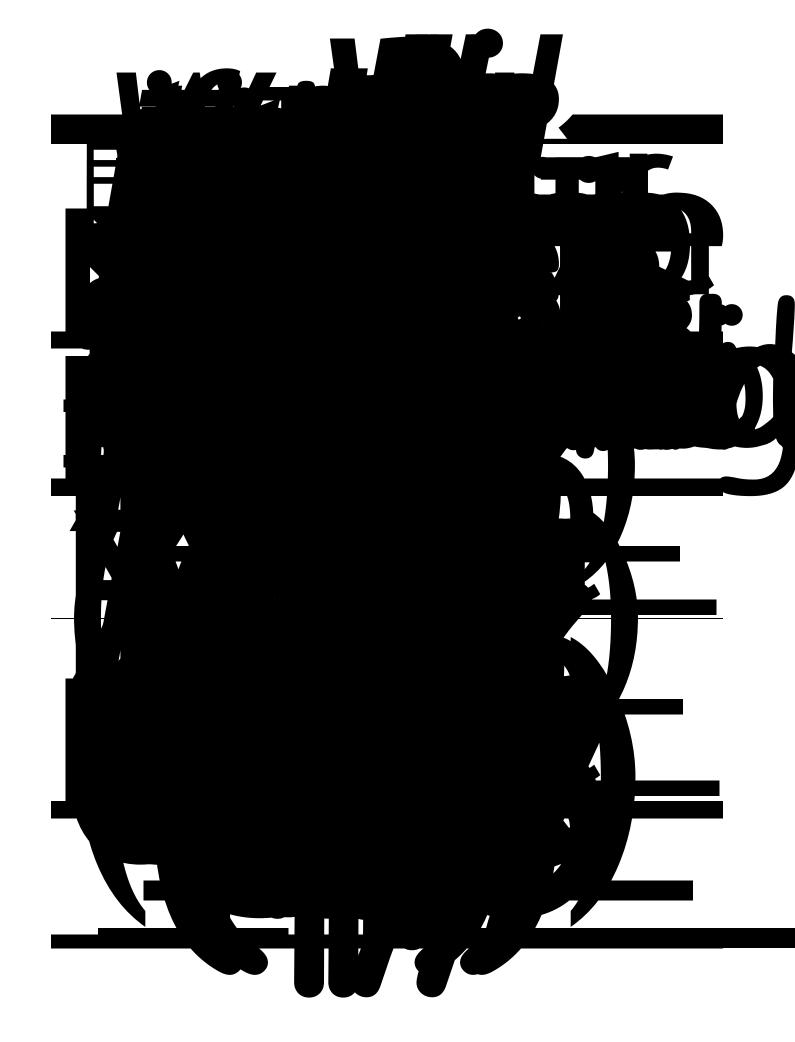


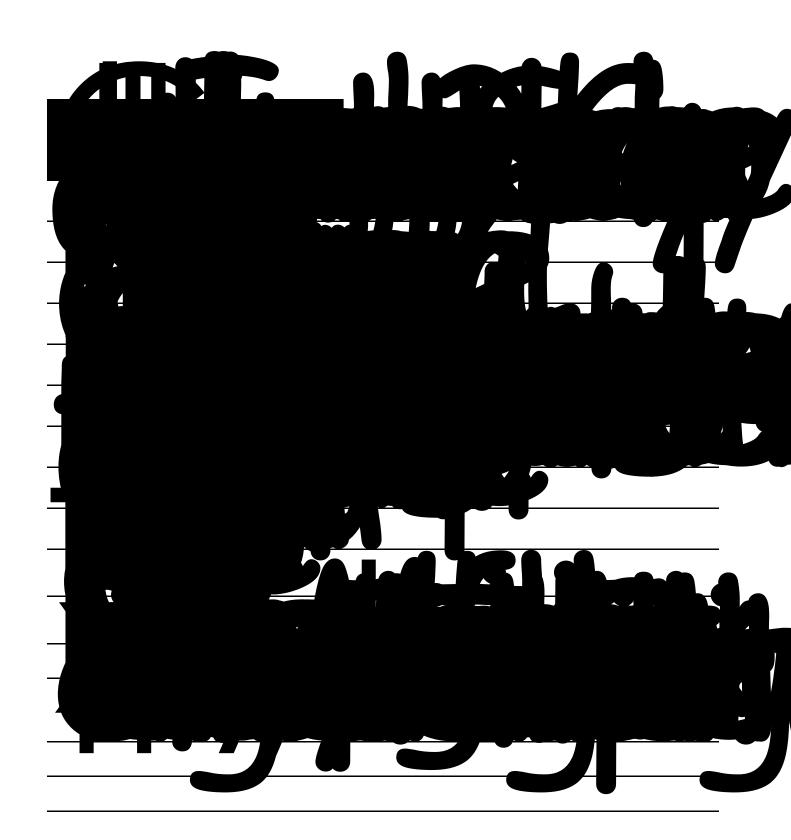












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