

## Word Problem: distance

**Directions:** Write a function *distance*, which takes *FOUR* inputs:

- *px*: The x-coordinate of the player
- *py*: The y-coordinate of the player
- *cx*: the x-coordinate of another game character
- *cy*: the y-coordinate of another game character

It should return the distance between the two, using the Distance formula. (HINT: look at what you did on the previous page!)

### Contract and Purpose Statement

Every contract has three parts...

<code>;</code>	<code>distance</code>	<code>:</code>	<code>number number number number</code>	<code>→</code>	<code>number</code>
	<hr/>		<hr/>		<hr/>
	function name		domain		range

  

<code>;</code>	<code>Produce distance between two points with given coordinates</code>
	<hr/>
	what does the function do?

### Examples

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

<code>(EXAMPLE(</code>	<code>distance</code>	<code>0 0 3 4</code>	<code>)</code>
	<hr/>	<hr/>	
	function name	input(s)	

  

<code>(sqrt (+ (sq (line-length 3 0)) (sq (line-length 4 0))))</code>	<code>)</code>
<hr/>	
what the function produces	

  

<code>(EXAMPLE(</code>	<code>distance</code>	<code>10 20 13 24</code>	<code>)</code>
	<hr/>	<hr/>	
	function name	input(s)	

  

<code>(sqrt (+ (sq (line-length 13 10)) (sq (line-length 24 20))))</code>	<code>)</code>
<hr/>	
what the function produces	

### Definition

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

<code>(define(</code>	<code>distance</code>	<code>px py cx cy</code>	<code>)</code>
	<hr/>	<hr/>	
	function name	variables	

  

<code>(sqrt (+ (sqr (line-length px cx)) (sqr (line-length py cy))))</code>	<code>)</code>
<hr/>	
what the function does with those variables	