Directions: Write a function which takes in the target's x-coordinate and makes a player leap by returning an x-coordinate that is double the original x-coordinate.

Contract and Purpose Statement

Every contract has three parts...

;   target-leap   :   number   →   number

       function name   *domain*   *range*

;   Takes   the   x-coordinate   and   returns   a   new   one,   multiplied   by   2

                          what does the function do?

Examples

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

(EXAMPLE(target-leap   100   )   (200)   )

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

(EXAMPLE(target-leap   40   )   (200)   )

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

Definition

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

(define(leap   x-coor   )

       function name   *variables*

       (*   x   5)   )

                  what the function does with these variables