

Name: _____



Bootstrap:2

www.bootstrapworld.org

Class: _____

Lesson 1

	Racket Code	Pyret Code
<i>Numbers</i>	<pre>(define AGE 14) (define A-NUMBER 0.6) (define SPEED -90)</pre>	<pre>AGE = 14 A-NUMBER = 0.6 SPEED = -90 Two of your own:</pre> <hr/> <hr/>
<i>Strings</i>	<pre>(define CLASS "Bootstrap") (define PHRASE "Coding is fun!") (define A-STRING "2500")</pre>	<pre>CLASS = "Bootstrap" PHRASE = "Coding is fun!" A-STRING = "2500" Two of your own:</pre> <hr/> <hr/>

	<pre>(define SHAPE (triangle 40 "outline" "red")) (define OUTLINE (star 80 "solid" "green")) (define SQUARE (rectangle 50 50 "solid" "blue"))</pre>	<pre>SHAPE = triangle(40, "outline", "red") OUTLINE = star(80, "solid", "green") SQUARE = rectangle(50, 50, "solid", "blue") One of your own:</pre> <hr/>
<i>Booleans</i>	<pre>(define BOOL true) (define BOOL2 false)</pre>	<pre>BOOL = true One of your own:</pre> <hr/>
<i>Functions</i>	<pre>; double : Number -> Number ; Given a number, multiply by ; 2 to double it (EXAMPLE (double 5) (* 2 5)) (EXAMPLE (double 7) (* 2 7)) (define (double n) (* 2 n))</pre>	<pre># double : Number -> Number # Given a number, multiply by # 2 to double it examples: double(5) is 2 * 5 double(7) is 2 * 7 end fun double(n): 2 * n end</pre>

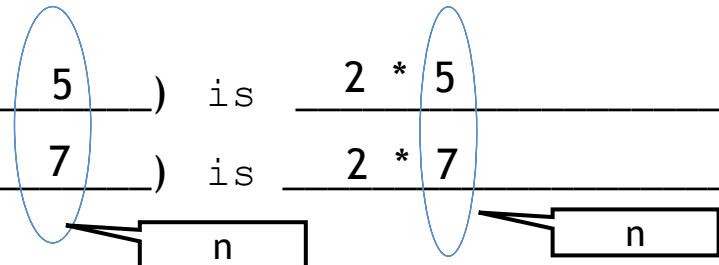
Fast Functions!

Fill out the contract for each function, then try to write two examples and the definition by yourself.

double : Number -> Number
name domain range

examples:

double (5) is 2 * 5
double (7) is 2 * 7
end



fun double (n):

2 * n

end

_____ : _____ -> _____
name domain range

examples:

_____ (_____) is _____
_____ (_____) is _____

end

fun _____ (_____) :

end

Fast Functions!

Fill out the contract for each function, then try to write two examples and the definition by yourself.

```
# _____ : _____ -> _____  
      name          domain          range
```

examples:

_____ (_____) is _____

_____ (_____) is _____

end

fun _____ (_____) :

end

```
# _____ : _____ -> _____  
      name          domain          range
```

examples:

_____ (_____) is _____

_____ (_____) is _____

end

fun _____ (_____) :

end

Fast Functions!

Fill out the contract for each function, then try to write two examples and the definition by yourself.

```
# _____ : _____ -> _____  
      name          domain          range
```

examples:

_____ (_____) is _____

_____ (_____) is _____

end

fun _____ (_____) :

end

```
# _____ : _____ -> _____  
      name          domain          range
```

examples:

_____ (_____) is _____

_____ (_____) is _____

end

fun _____ (_____) :

end

Lesson 2

[illegible]

Word Problem: double-radius

Write a function *double-radius*, which takes in a radius and a color. It produces an outlined circle of whatever color was passed in, whose radius is twice as big as the input.

Contract+Purpose Statement

Every contract has three parts:

_____ : _____ -> _____
name Domain Range

What does the function do?

Give Examples

Write examples of your function in action

examples:

_____ (_____) is
the user types...

...which should become

_____ (_____) is
the user types...

...which should become

end

Function

Circle the changes in the examples, and name the variables.

Write the code, copying everything that isn't circled, and using names where you find variables!

fun _____ (_____) :

end

Word Problem: double-width

Write a function *double-width*, which takes in a number (the length of a rectangle) and produces a rectangle whose width is twice the given length.

Contract+Purpose Statement

Every contract has three parts:

_____ : _____ -> _____
name Domain Range

What does the function do?

Give Examples

Write examples of your function in action

examples:

_____ (_____) is
the user types...

_____ ...which should become

_____ (_____) is
the user types...

_____ ...which should become

end

Function

Circle the changes in the examples, and name the variables.

Write the code, copying everything that isn't circled, and using names where you find variables!

fun _____ (_____) :

end

Word Problem: next-position

Write a function *next-position*, which takes in two numbers (an x and y-coordinate) and returns a Coord, increasing the x-coordinate by 5 and decreasing the y-coordinate by 5.

Contract+Purpose Statement

Every contract has three parts:

$$\# \quad \underline{\hspace{8em}} \quad : \quad \underline{\hspace{10em}} \quad -> \quad \underline{\hspace{6em}}$$

name Domain Range

```
# _____
                        What does the function do?
```

Give Examples

Write examples of your function in action

examples:

_____ (_____) is
the user types...

...which should become

_____ (_____) is
the user types...

...which should become

end

Function

Circle the changes in the examples, and name the variables.

Write the code, copying everything that isn't circled, and using names where you find variables!

```
fun _____(_____):
```

end

Data Structure

a Car is a **model**, **hp**, **rim**s, **color**, and **price**

data **Car**:

```
|  car(_____
      _____
      _____
      _____
      _____)
```

end

To make examples of this structure, I would write:

car1 = _____

car2 = _____

To access the fields of **car1**, I would write:

```
_____
_____
_____
_____
_____
```

Lesson 3

[illegible]

Data Structure

a Party is a **location, theme, and number of guests**

data **Party**:

```
|   party(_____
           _____
           _____)
```

end

To make examples of this structure, I would write:

party1 = _____

party2 = _____

To access the fields of **party1**, I would write:

```
_____
_____
_____
```

Word Problem: paint-job

Write a function called *paint-job* which takes in a Car and a color, and gives back a new Car that is mostly the same as the original, but now has the given color.

Contract+Purpose Statement

_____ : _____ -> _____

Give Examples

examples:

_____ (_____) is

_____ (_____) is

end

Function

fun _____ (_____) :

end

Word Problem: turbo-charge

Write a function called *turbo-charge*, which takes in a Car, and gives back a Car that has 20 more horsepower.

Contract+Purpose Statement

_____ : _____ -> _____

Give Examples

examples:

_____ (_____) is

_____ (_____) is

end

Function

fun _____ (_____) :

end

Lesson 4

This image shows a single sheet of white paper with horizontal ruling lines. The lines are evenly spaced and run across the width of the page. There are no margins, text, or other markings on the paper.

Word Problem: update-world (Ninja World)

Contract+Purpose Statement

_____ : _____ -> _____

Give Examples

examples:

_____ (_____) is

_____ (_____) is

end

Function

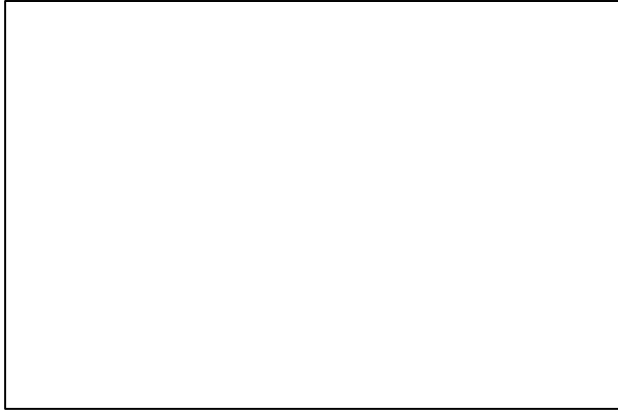
fun _____ (_____) :

end

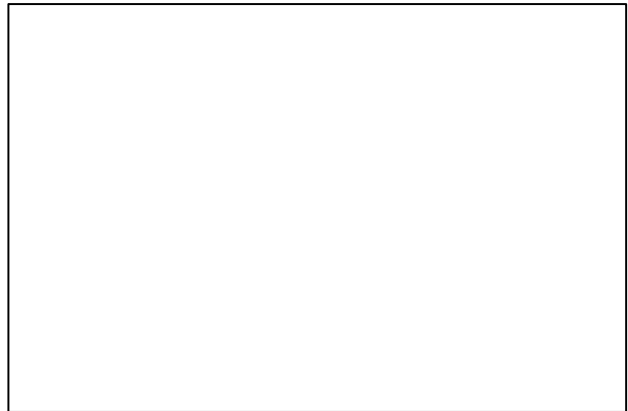
GAME DESIGN

“Start Simple, Get Complex”

Draw a rough sketch of your game when it begins, and another sketch just a moment later



A sketch at the START of the game...



A sketch for the very NEXT moment...

What images will you need for your game? Name them in the 1st column, and describe them in the 2nd

BACKGROUND	

List everything that has changed from one sketch to the other. What datatype will represent it?

Changed (position, score, color, costume...)	Datatype (Number, String, Image, Boolean...)

Data Structures

```
# a world is a _____  
data World:  
    | world( _____  
        _____  
        _____  
        _____  
        _____ )  
end
```

To make example worlds that represent my START and NEXT sketches from page 17, I would write...

START = _____

NEXT = _____

To access the fields of **START**, I would write:

```
_____  
_____  
_____  
_____  
_____
```

Lesson 5

This image shows a blank sheet of white paper with horizontal ruling lines. The lines are evenly spaced and run across the width of the page. There are no margins, text, or other markings on the paper.

Word Problem: draw-world

Contract

_____ : _____ -> _____

Definition

fun _____ (_____) :

put-image(_____

end

Word Problem: update-world

State the problem (What changes?):

Contract+Purpose Statement

_____ : _____ -> _____

Give Examples

examples:

_____ (_____) is

_____ (_____) is

end

Function

fun _____ (_____) :

end

Lesson 6

[illegible][illegible]

Word Problem: keypress (Ninja World)

State the Problem

For each keypress in Ninja World, show how (keypress <world> <key>) should change the world.

Contract+Purpose Statement

#	keypress	:	World	String	->	World
---	----------	---	-------	--------	----	-------

Given a world and a key, produce a new world with NinjaCat's position
moved by 10 pixels, depending on which arrow key was pressed

Give Examples

examples:

keypress(START, "up") is
world(START.dogX, START.coinX, START.catX, START.catY + 10)

keypress(START, "down") is
world(START.dogX, START.coinX, START.catX, START.catY - 10)

keypress(NEXT, "left") is
world(NEXT.dogX, NEXT.coinX, NEXT.catX - 10, NEXT.catY)

keypress(NEXT, "right") is
world(NEXT.dogX, NEXT.coinX, NEXT.catX + 10, NEXT.catY)

end


```
fun keypress(w, key) :  
  ask:  
    | string-equal(key, "up") then:  
      world(w.dogX, w.coinX, w.catX, w.catY + 10)  
    | string-equal(key, "down") then:  
      world(w.dogX, w.coinX, w.catX, w.catY + 10)  
    | string-equal(key, "left") then:  
      world(w.dogX, w.coinX, w.catX - 10, w.catY)  
    | string-equal(key, "right") then:  
      world(w.dogX, w.coinX, w.catX + 10, w.catY)  
    | otherwise: w  
end
```

Word Problem: keypress (My game)

For each keypress in your game, show how (keypress START <key>) should change your world.

_____ : _____ -> _____

Give Examples

examples:

keypress(START, _____) is

keypress(START, _____) is

keypress(START, _____) is

end

```
fun _____(_____)
  ask:
    | _____ then:
      _____
    | _____ then:
      _____
    | _____ then:
      _____
    | _____ then:
      _____
    | _____ then:
      _____
    | _____
```

end

Word Problem: red-shape

Write a function *red-shape*, which takes in the name of a shape (such as “circle”, “triangle”, “star”, or “rectangle”), and draws that shape. All shapes should be solid and red, and can be whatever size you choose.

_____ : _____ -> _____

Give Examples

examples:

_____ (_____) is _____

_____ (_____) is _____

_____ (_____) is _____

_____ (_____) is _____

end

Function

fun _____ (_____) :

ask:

| _____ then:

| _____ then:

| _____ then:

| _____ then:

end

Lesson 7

This image shows a blank sheet of white paper with horizontal ruling lines. The lines are evenly spaced and run across the width of the page. There are no margins, text, or other markings on the paper.

Word Problem: strong-password

Websites have strict password requirements. Write a function *strong-password*, which takes in a username and password, and checks to make sure they aren't the same, and then checks the string-length of the password to make sure it is greater than 8 characters. The function should return a message to the user letting them know if their password is strong enough.

```
# _____ : _____ -> _____
```

```
# _____
```

Give Examples

examples:

```
_____ ( _____ ) is  
    _____  
_____ ( _____ ) is  
    _____  
_____ ( _____ ) is  
    _____
```

end

Function

```
fun _____ ( _____ ) :  
  ask: _____ then:  
    _____  
  | _____ then:  
    _____  
  | otherwise: _____
```

end

Building Your Helper Functions

```
# is-off-right : _____ -> _____
```

examples:

```
_____ (_____) is
```

```
_____
```

```
_____ (_____) is
```

```
_____
```

end

```
fun _____ (_____) :
```

```
_____
```

end

```
# is-off-left : _____ -> _____
```

examples:

```
_____ (_____) is
```

```
_____
```

```
_____ (_____) is
```

```
_____
```

end

```
fun _____ (_____) :
```

```
_____
```

end

```
# _____:_____ -> _____
```

examples:

```
_____ (_____) is
```

```
_____ (_____) is
```

end

```
fun _____ (_____) :
```

```
_____
```

end

```
# _____:_____ -> _____
```

examples:

```
_____ (_____) is
```

```
_____ (_____) is
```

end

```
fun _____ (_____) :
```

```
_____
```

end

Using Helpers inside `update-world`:

How does the World structure change when....?

TEST	RESULT
	world(_____ _____ _____ _____ _____)
	world(_____ _____ _____ _____ _____)
	world(_____ _____ _____ _____ _____)
	world(_____ _____ _____ _____ _____)

TEST	RESULT
	world(_____ _____ _____ _____ _____)
	world(_____ _____ _____ _____ _____)
	world(_____ _____ _____ _____ _____)
	world(_____ _____ _____ _____ _____)

Using Helpers inside draw-world:

What changes the *appearance* of your game?

TEST	RESULT
	put-image(_____ put-image(_____ put-image(_____ put-image(_____ put-image(_____
	put-image(_____ put-image(_____ put-image(_____ put-image(_____ put-image(_____
	put-image(_____ put-image(_____ put-image(_____ put-image(_____ put-image(_____
	put-image(_____ put-image(_____ put-image(_____ put-image(_____ put-image(_____

TEST	RESULT
	put-image(_____ put-image(_____ put-image(_____ put-image(_____ put-image(_____
	put-image(_____ put-image(_____ put-image(_____ put-image(_____ put-image(_____
	put-image(_____ put-image(_____ put-image(_____ put-image(_____ put-image(_____
	put-image(_____ put-image(_____ put-image(_____ put-image(_____ put-image(_____

Lesson 8

This image shows a blank sheet of white paper with horizontal ruling lines. The lines are evenly spaced and run across the width of the page. There are no margins, text, or other markings on the paper.

Word Problem: line-length

Write a function called *line-length*, which takes in two numbers and returns the difference between them. It should always subtract the smaller number from the bigger one.

Contract+Purpose Statement

_____ : _____ -> _____

Give Examples

examples:

_____ (_____) is

_____ (_____) is

end

Function Header

fun _____ (_____) :
 function name variable names

_____ :

end

end

Distance:

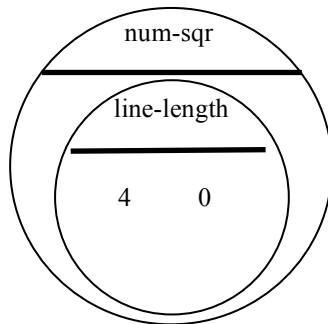
The Player is at (4, 2) and the Target is at (0, 5).

Distance takes in the player's x, player's y, character's x and character's y.

Use the formula below to fill in the EXAMPLE:

$$\sqrt{(\text{line-length } 4 \ 0)^2 + (\text{line-length } 2 \ 5)^2}$$

Convert it into a Circle of Evaluation. (We've already gotten you started!)



Convert it into Pyret code:

Word Problem: distance

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:

$$\text{Distance}^2 = (\text{line-length } px \text{ } cx)^2 + (\text{line-length } py \text{ } cy)^2$$

Contract+Purpose Statement

_____ : _____ -> _____

Give Examples

Write examples of your function in action

examples:

_____ (_____) is

_____ (_____) is

end

Function

fun _____ (_____) :

end

Word Problem: is-collision

Write a function *is-collision*, 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 true if the coordinates of the player are within **50 pixels** of the coordinates of the other character. Otherwise, false.

Contract+Purpose Statement

_____ : _____ -> _____

Give Examples

Write examples of your function in action

examples:

_____ (_____) is

_____ (_____) is

end

Function

fun _____ (_____) :

end

Supplemental

This image shows a blank sheet of white paper with horizontal ruling lines. The lines are evenly spaced and run across the width of the page. There are no margins, text, or other markings on the paper.

DESIGN RECIPE

Contract+Purpose Statement

Every contract has three parts:

_____ : _____ -> _____
name Domain Range

What does the function do?

Give Examples

Write examples of your function in action

examples:

_____ (_____) is
the user types...

_____ ...which should become

_____ (_____) is
the user types...

_____ ...which should become

end

Function

Circle the changes in the examples, and name the variables.

fun _____ (_____) :

end

DESIGN RECIPE

Contract+Purpose Statement

Every contract has three parts:

_____ : _____ -> _____
name Domain Range

What does the function do?

Give Examples

Write examples of your function in action

examples:

_____ (_____) is
the user types...

_____ ...which should become

_____ (_____) is
the user types...

_____ ...which should become

end

Function

Circle the changes in the examples, and name the variables.

fun _____ (_____) :

end

Contracts

Name	Domain	Range	example
#	:	↑	
#	:	↑	
#	:	↑	
#	:	↑	
#	:	↑	
#	:	↑	
#	:	↑	
#	:	↑	
#	:	↑	
#	:	↑	
#	:	↑	
#	:	↑	
#	:	↑	
#	:	↑	
#	:	↑	
#	:	↑	
#	:	↑	
#	:	↑	
#	:	↑	
#	:	↑	
#	:	↑	

Contracts

Name	Domain	Range	example
#	::	↑	
#	::	↑	
#	::	↑	
#	::	↑	
#	::	↑	
#	::	↑	
#	::	↑	
#	::	↑	
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