

Images	<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: MY-SHAPE = rhombus(90, 60, "solid", "red") </pre>
Booleans	<pre> (define BOOL true) (define BOOL2 false) </pre>	<pre> BOOL = true One of your own: BOOL2 = false </pre>
Functions	<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>