Syntax and Style Bug Hunting: Pyret Edition

| **#1** | ```
SECONDS = (7)


STRING = my string
``` | SECONDS = 7<br><br><br>STRING = "my string" |
| **#2** | ```
SHAPE1 = circle(50 "solid" "blue")



SHAPE2 = triangle(75, outline, yellow)
``` | SHAPE1 = circle(50, "solid", "blue")<br><br><br>SHAPE2 = triangle(75, "outline", "yellow") |
| **#3** | ```
# triple :: Number -> Number
# Multiply a given number by
# 3 to triple it

examples:
    triple(5) = 3 * 5
    triple(7) = 3 * 7
end
``` | # triple :: Number -> Number<br># Multiply a given number by 3 to triple it<br><br>examples:<br>    triple(5) is 3 * 5<br>    triple(7) is 3 * 7<br>end |
| **#4** | ```
fun triple(n):
    3 * n
``` | fun triple(n) :<br>    3 * n<br>end |
| **#5** | ```
# ys :: Number -> Number
# Given a number, create a solid
# yellow star of the given size

examples:
   ys(99) is star(99, "solid", "yellow")
   ys(33) is star(99, "solid", "yellow")


ys(size):
    star(size "solid" "yellow")
end
``` | # ys :: Number -> Number<br># Given a number, create a solid yellow star of the given size<br><br>examples:<br>    ys(99) is star(99, "solid", "yellow")<br>    ys(99) is star(99, "solid", "yellow")<br>end<br><br>ys(size) :<br>    star(size, "solid", "yellow")<br>end |