

# Contracts

[illegible]

# Contracts

[illegible]

# Lesson 1

Reverse-Engineering: How does NinjaCat work?

Thing in the game...	What changes about it?	More specifically...
<i>cloud</i>	<i>position</i>	<i>x-coordinate</i>




### Game Parts - NinjaCat!

The coordinates for the PLAYER (NinjaCat) are:  $(\quad, \quad)$   
*x-coordinate*    *y-coordinate*

The coordinates for the DANGER (Dog) are:  $(\quad, \quad)$

The coordinates for the TARGET (Ruby) are:  $(\quad, \quad)$

## Our Videogame

Created by (write your names): \_\_\_\_\_

### Background

Our game takes place: \_\_\_\_\_  
(In space? The desert? A mall?)

### The Player

*The player is a \_\_\_\_\_.*

The player moves only up and down.

### The Target

*Your player GAINS points when they hit the target.*

*The Target is a \_\_\_\_\_.*

The Target moves only to the left and right.

### The Danger

*Your player LOSES points when they hit the danger.*

*The Danger is a \_\_\_\_\_.*

The Danger moves only to the left and right.

**Circle of Evaluation Practice!**

Time: 5 minutes

Don't forget to use the computer's terms for operations!

<i>Math</i>	<i>Circle of Evaluation</i>	<i>Pyret Code</i>
$5 \times 10$		
$8 + (5 \times 10)$		
$(8 + 2) - (5 \times 10)$		
$\frac{5 \times 10}{8 - 2}$		





# Lesson 2

(draw Circles of Evaluation here if you need extra scratch paper)

Circles Triathlon		Time: 5 minutes	
	Math	Circle of Evaluation	Pyret Code
Round 1	$(3 * 7) - (1 + 2)$		
Round 2	$3 - (1 + 2)$		
Round 3	$3 - (1 + (5 * 6))$		
Round 4	$(1 + (5 * 6)) - 3$		

# Lesson 3

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.

## I. Fast Functions!



;  
name domain range

(EXAMPLE ( ) )

(EXAMPLE ( ) )

(define ( ) )

;  
name domain range

(EXAMPLE ( ) )

(EXAMPLE ( ) )

(define ( ) )

;  
name domain range

(EXAMPLE ( ) )

(EXAMPLE ( ) )

(define ( ) )

;  
name domain range

(EXAMPLE ( ) )

(EXAMPLE ( ) )

(define ( ) )

## II. Fast Functions!



;  
name domain range

(EXAMPLE ( ) )

(EXAMPLE ( ) )

(define ( ) )

;  
name domain range

(EXAMPLE ( ) )

(EXAMPLE ( ) )

(define ( ) )

;  
name domain range

(EXAMPLE ( ) )

(EXAMPLE ( ) )

(define ( ) )

;  
name domain range

(EXAMPLE ( ) )

(EXAMPLE ( ) )

(define ( ) )

# Lesson 4

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

**Word Problem: rocket-height**

A rocket blasts off, traveling at 7 meters per second. Write a function called “rocket-height” that takes in the number of seconds that have passed since the rocket took off, and which produces the height of the rocket at that time.

### III. Contract+Purpose Statement

Every contract has three parts:

$$f: \text{Domain} \rightarrow \text{Range}$$

What does the function do?

#### IV. Give Examples

On the computer, write an example of your function in action, using **EXAMPLE**.

(EXAMPLE ( \_\_\_\_\_ )  
the user types...

.....which should become

(EXAMPLE ( \_\_\_\_\_ )  
the user types...

.....which should become

## V. Definition

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

```
(define ( function name variable names )
```

.....and the computer does this

## Design Recipe

### Word Problem: *red-square*

Use the Design Recipe to write a function *red-square*, which takes in a number (the size of the square) and outputs a solid red rectangle whose length and width are the same size.

### I. Contract+Purpose Statement

Every contract has three parts:

;  
Name : Domain -> Range  
;  
What does the function do?

### II. Give Examples

On the computer, write an example of your function in action, using EXAMPLE

(EXAMPLE ( the user says... )

.....Racket replies

(EXAMPLE ( the user says... )

.....Racket turns that into

### III. Definition

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

(define ( function name variable names )

.....and the computer does this )



# Design Recipe

## Word Problem: yard-area

Use the Design Recipe to write a function yard-area, which takes in the width and length of a yard, and returns the area of the yard.

(Don't forget:  $\text{area} = \text{length} * \text{width} !$ )

### I. Contract+Purpose Statement

Every contract has three parts:

;  
name Domain Range  
;  
What does the function do?

### II. Give Examples

On the computer, write an example of your function in action, using EXAMPLE.

(EXAMPLE ( Use the function here  
find another way to get the same result here

(EXAMPLE ( Use the function here...  
find another way to get the same result here

### III. Definition

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

(define ( function name variable names  
.....and the computer does this

# 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.

# Design Recipe

## Word Problem: *update-danger*

Use the Design Recipe to write a function *update-danger*, which takes in the danger's x-coordinate and produces the next x-coordinate, which is 50 pixels to the left.

### I. Contract+Purpose Statement

Every contract has three parts:

;  
\_\_\_\_\_ : \_\_\_\_\_ -> \_\_\_\_\_  
name Domain Range

;  
\_\_\_\_\_  
What does the function do?

### II. Give Examples

On the computer, write an example of your function in action, using EXAMPLE.

(EXAMPLE ( \_\_\_\_\_ )  
Use the function here

\_\_\_\_\_  
find another way to get the same result here

(EXAMPLE ( \_\_\_\_\_ )  
Use the function here...

\_\_\_\_\_  
find another way to get the same result here

### III. Definition

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

(define ( \_\_\_\_\_  
function name variable names

\_\_\_\_\_  
.....and the computer does this

## Design Recipe: update-target

### Word Problem: update-target

Write a function `update-target`, which takes in the target's x-coordinate and produces the next x-coordinate, which is 50 pixels to the right.

## I. Contract+Purpose Statement

Every contract has three parts:

$$; \text{ \underline{\hspace{2cm}} } : \text{ \underline{\hspace{10cm}} } \rightarrow \text{ \underline{\hspace{2cm}} }$$

name
Domain
Range

What does the function do?

## II. Give Examples

On the computer, write an example of your function in action, using EXAMPLE.

(EXAMPLE ( \_\_\_\_\_ )  
Use the function here

find another way to get the same result here

(EXAMPLE ( \_\_\_\_\_ )  
Use the function here...

---

find another way to get the same result here

### III. Definition

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

```
(define ( function name variable names )
```

.....and the computer does this

# Lesson 6

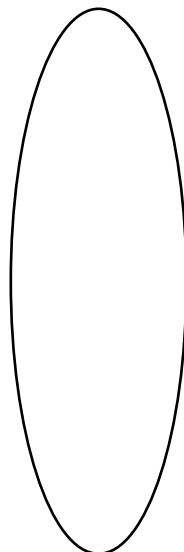
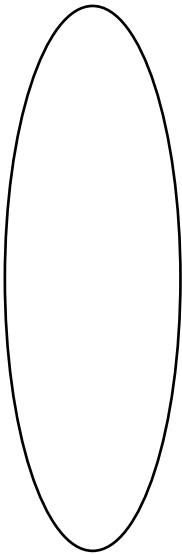
## IV. Protecting Sam

Sam is in a 640 x 480 yard. How far he can go to the left and right before he's out of sight?

1. A piece of Sam is still visible on the left as long as... ( > x -50 )

1. A piece of Sam is still visible on the right as long as... \_\_\_\_\_

2. Draw the Circle of Evaluation for these two expressions in the circles below:



# Design Recipe

## Word Problem: *safe-left?*

Use the Design Recipe to write a function *safe-left?*, which takes in an x-coordinate and checks to see if it is greater than -50.

### I. Contract+Purpose Statement

Every contract has three parts:

;  
\_\_\_\_\_ : \_\_\_\_\_ -> \_\_\_\_\_  
name Domain Range

;  
\_\_\_\_\_  
What does the function do?

### II. Give Examples

On the computer, write an example of your function in action, using EXAMPLE.

(EXAMPLE ( \_\_\_\_\_ )  
Use the function here

\_\_\_\_\_  
find another way to get the same result here

(EXAMPLE ( \_\_\_\_\_ )  
Use the function here...

\_\_\_\_\_  
find another way to get the same result here

### III. Definition

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

(define ( \_\_\_\_\_ )  
function name variable names

\_\_\_\_\_  
...and the computer does this

# Design Recipe

## Word Problem: *safe-right?*

Use the Design Recipe to write a function *safe-right?*, which takes in an x-coordinate and checks to see if it is less than 690.

### I. Contract+Purpose Statement

Every contract has three parts:

;  
\_\_\_\_\_ : \_\_\_\_\_ -> \_\_\_\_\_  
name Domain Range

;  
\_\_\_\_\_  
What does the function do?

### II. Give Examples

On the computer, write an example of your function in action, using EXAMPLE.

(EXAMPLE ( \_\_\_\_\_ )  
Use the function here

\_\_\_\_\_  
find another way to get the same result here

(EXAMPLE ( \_\_\_\_\_ )  
Use the function here...

\_\_\_\_\_  
find another way to get the same result here

### III. Definition

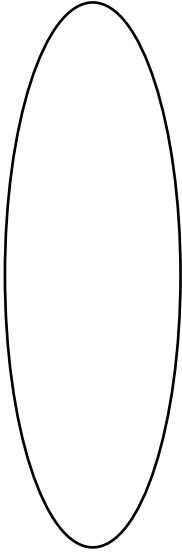
Write the definition, giving variable names to all your input values.

(define ( \_\_\_\_\_ )  
function name variable names

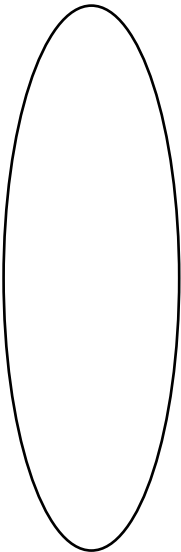
\_\_\_\_\_  
...and the computer does this

Write the Circles of Evaluation for these statements, and then convert them to Pyret

1. Two is less than five, and zero is equal to six.



2. Two is less than four or four is equal to six.





# Design Recipe

## Word Problem: onscreen?

Use the Design Recipe to write a function onscreen?, which takes in an x-coordinate and checks to see if Sam is safe on the left and safe on the right.

### I. Contract+Purpose Statement

Every contract has three parts:

;  
name Domain Range  
;  
What does the function do?

### II. Give Examples

On the computer, write an example of your function in action, using EXAMPLE.

(EXAMPLE ( Use the function here

)  
find another way to get the same result here

(EXAMPLE ( Use the function here...

)  
find another way to get the same result here

### III. Definition

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

(define ( function name variable names

)

...and the computer does this

# 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.

## Design Recipe

**Word Problem: cost**

Luigi's Pizza has hired you as a programmer. They offer "pepperoni" (\$10.50), "cheese" (\$9.00), "chicken" (\$11.25) and "broccoli" (\$10.25). Write a function called `cost` which takes in the name of a topping and outputs the cost of a pizza with that topping.

## I. Contract+Purpose Statement

$$f: \text{Domain} \rightarrow \text{Range}$$

## II. Give Examples

On the computer, write an example of your function for each topping, using EXAMPLE.

(EXAMPLE (cost "pepperoni") \_\_\_\_\_)  
Use the function here                      What should the function produce?

(EXAMPLE ( \_\_\_\_\_ ) \_\_\_\_\_ )

Use the function here                      What should the function produce?

(EXAMPLE ( \_\_\_\_\_ ) \_\_\_\_\_ )  
Use the function here                  What should the function produce?

(EXAMPLE ( \_\_\_\_\_ ) \_\_\_\_\_ )  
Use the function here                      What should the function produce?

### III. Definition

```
(define (_____))
```

function name                      variable names


)



## Design Recipe

**Word Problem: update-player**

Write a function called update-player, which takes in the player's y-coordinate and the name of the key pressed, and returns the new y-coordinate.

## I. Contract+Purpose Statement

$$; \text{ name} : \text{ Domain} \rightarrow \text{ Range}$$

## II. Give Examples

Finish the two examples we've started for you, and make two more

(EXAMPLE (update-player 128 "up") \_\_\_\_\_)  
 Use the function here                      What should the function produce?

(EXAMPLE (update-player 451 "down") \_\_\_\_\_)  
 Use the function here                      What should the function produce?

(EXAMPLE ( \_\_\_\_\_ ) \_\_\_\_\_ )

Use the function here                      What should the function produce?

(EXAMPLE ( \_\_\_\_\_ ) \_\_\_\_\_ )  
Use the function here                      What should the function produce?

### III. Definition

```
(define ( function name variable names )
```

# Lesson 8

29





# Design Recipe

## 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.

### I. Contract+Purpose Statement

Every contract has three parts:

; \_\_\_\_\_ : \_\_\_\_\_ -> \_\_\_\_\_  
name Domain Range

### II. Give Examples

(EXAMPLE (line-length 10 5) (- 10 5))  
Use the function here What should the function produce?

(EXAMPLE (line-length 2 8) (- 8 2))  
Use the function here What should the function produce?

### III. Definition

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

(define ( \_\_\_\_\_ )  
function name variable names


)

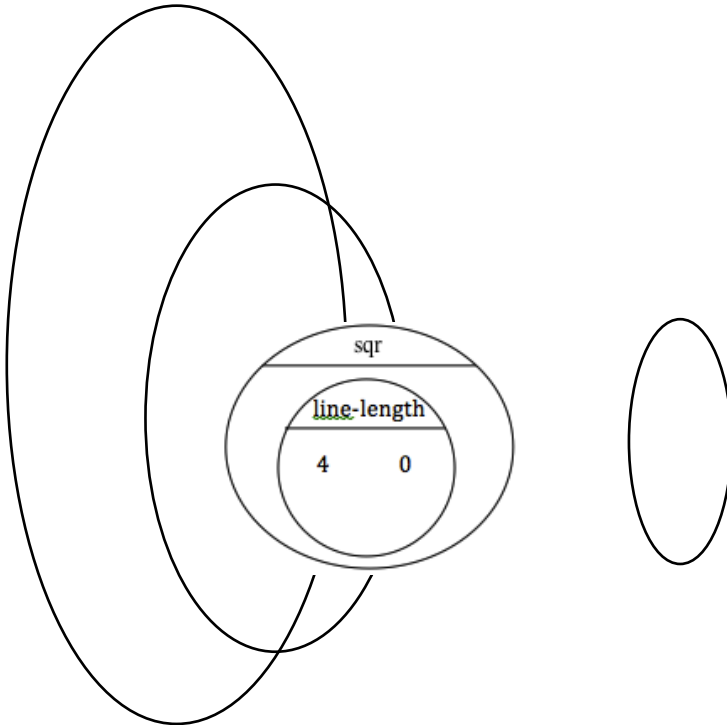
...and the computer does this

### The Distance Formula, with Numbers

The distance between the points (0, 0) and (4, 3) is given by:

$$\sqrt{(line - length\ 4\ 0)^2 + (line - length\ 3\ 0)^2}$$

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



Convert the Circle of Evaluation into Pyret code:

## Design Recipe

### 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. (HINT: look at what you did on page 27!)

### I. Contract+Purpose Statement

;  
name : Domain -> Range

;  
What does the function do?

### II. Give Examples

(EXAMPLE ( )  
Use the function here

)  
find another way to get the same result here

(EXAMPLE ( )  
Use the function here...

)  
find another way to get the same result here

### III. Definition

(define ( )  
function name variable names

\_\_\_\_\_)

## DESIGN RECIPE

### Word Problem: collide?

Write a function `collide?`, 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`.

### I. Contract+Purpose Statement

;  
name : Domain -> Range

;  
What does the function do?

### II. Give Examples

(EXAMPLE ( \_\_\_\_\_ )  
Use the function here

\_\_\_\_\_)  
find another way to get the same result here

(EXAMPLE ( \_\_\_\_\_ )  
Use the function here...

\_\_\_\_\_)  
find another way to get the same result here

### III. Definition

```
(define ( function name variable names )  
  body )
```

# Lesson 9

Catchy Intro:

---

---

---

Name, Age, Grade:

---

Game Title:

---

Back Story:

---

---

---

---

---

Characters:

---

---

---

---

---

---

Explain a piece of your code:

---

---

---

---

[illegible]

## Presentation Feedback

*For each question, circle the answer that fits best.*

Was the introduction catchy?	No way!	A little.	Definitely!
------------------------------	---------	-----------	-------------

Did they talk about their characters?	No way!	A little.	Definitely!
---------------------------------------	---------	-----------	-------------

Did they explain the code well?	No way!	A little.	Definitely!
---------------------------------	---------	-----------	-------------

Did they speak slowly enough?	No way!	A little.	Definitely!
-------------------------------	---------	-----------	-------------

Did they speak loudly enough?	No way!	A little.	Definitely!
-------------------------------	---------	-----------	-------------

Were they standing confidently?	No way!	A little.	Definitely!
---------------------------------	---------	-----------	-------------

Did they make eye contact?	No way!	A little.	Definitely!
----------------------------	---------	-----------	-------------



## Presentation Feedback

*For each question, circle the answer that fits best.*

Was the introduction catchy?	No way!	A little.	Definitely!
------------------------------	---------	-----------	-------------

Did they talk about their characters?	No way!	A little.	Definitely!
---------------------------------------	---------	-----------	-------------

Did they explain the code well?	No way!	A little.	Definitely!
---------------------------------	---------	-----------	-------------

Did they speak slowly enough?	No way!	A little.	Definitely!
-------------------------------	---------	-----------	-------------

Did they speak loudly enough?	No way!	A little.	Definitely!
-------------------------------	---------	-----------	-------------

Were they standing confidently?	No way!	A little.	Definitely!
---------------------------------	---------	-----------	-------------

Did they make eye contact?	No way!	A little.	Definitely!
----------------------------	---------	-----------	-------------

## Design Recipe

**Word Problem: red-shape**

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

## I. Contract+Purpose Statement

$$f: \text{Domain} \rightarrow \text{Range}$$

## II. Give Examples

Write some examples of red-shape below. The first one has already been done for you.

QUESTION	ANSWER
(EXAMPLE <u>(red-shape “circle”)</u> Use the function here)	<u>(circle 50 “solid” “red”)</u> What should the function produce?

(EXAMPLE ( \_\_\_\_\_ ) \_\_\_\_\_ )

Use the function here                      What should the function produce?

(EXAMPLE ( \_\_\_\_\_ ) \_\_\_\_\_ )  
 Use the function here                      What should the function produce?

(EXAMPLE ( \_\_\_\_\_ ) \_\_\_\_\_ )  
Use the function here                      What should the function produce?

### III. Definition

```
(define (_____))
```

function name                      variable names

(cond

(circle 50 “solid” “red”)

)

## Translating into Algebra...

Values: Translate the Pyret Code into Algebra	
Pyret Code	Algebra
<code>(define x 10)</code>	$x = 10$
<code>(define y (* x 2))</code>	$y = x * 2$
<code>(define z (+ x y))</code>	
<code>(define age 14)</code>	
<code>(define months (* age 12))</code>	
<code>(define days (* months 30))</code>	
<code>(define hours (* days 24))</code>	
<code>(define minutes (* hours 60))</code>	
Functions: Translate the Racket Code into Algebra	
<code>(define (double x)   (* x 2))</code>	$\text{double}(x) = x * 2$
<code>(define (area length width)   (* length width))</code>	$\text{area}(\text{length}, \text{width}) = \text{length} * \text{width}$
<code>(define (circle-area radius)   (* pi (sq radius)))</code>	
<code>(define (distance x1 y1 x2 y2)   (sqrt (+ (sq (- x1 x2))            (sq (- y1 y2)))))</code>	

# Design Recipe

## Word Problem

A rocket is flying from Earth to Mars at 80 miles per second. Write a function that describes the distance  $D$  that the rocket has traveled, as a function of time  $t$

### I. Contract+Purpose Statement

Every contract has three parts:

; D : \_\_\_\_\_ -> \_\_\_\_\_  
name Domain Range

### II. Give Examples

Write an example of your function for some sample inputs

D( 1 ) = \_\_\_\_\_  
Use the function here What should the function produce?

D( 2 ) = \_\_\_\_\_  
Use the function here What should the function produce?

D( ) = \_\_\_\_\_  
Use the function here What should the function produce?

         = \_\_\_\_\_  
Use the function here What should the function produce?

### III. Definition

Write the formula, giving variable names to all your input values.

D( ) =



## Design Recipe

**Word Problem**

A rocket is traveling from Earth to Mars at 80 miles per second. Write a function that describes the time the rocket has been traveling, as a function of distance.

## I. Contract+Purpose Statement

Every contract has three parts:

$$; \text{--- name ---} : \text{--- Domain ---} \rightarrow \text{--- Range ---}$$

## II. Give Examples

Write an example of your function for some sample inputs

	=
Use the function here	What should the function produce?

	=
Use the function here	What should the function produce?

	=
Use the function here	What should the function produce?

	=
Use the function here	What should the function produce?

### III. Definition

Write the Formula, giving variable names to all your input values.





# Design Recipe

## Word Problem

A rocket leaves Earth, headed for Mars at 80 miles per second. **At the exact same time**, an asteroid leaves Mars traveling towards Earth, moving at 70 miles per second. If the distance from the Earth to Mars is 50,000,000 miles, how long will it take for them to meet?

### I. Contract+Purpose Statement

Every contract has three parts:

; \_\_\_\_\_ : \_\_\_\_\_ -> \_\_\_\_\_  
name Domain Range

### II. Give Examples

Write an example of your function for some sample inputs

\_\_\_\_\_  
= \_\_\_\_\_  
Use the function here What should the function produce?

\_\_\_\_\_  
= \_\_\_\_\_  
Use the function here What should the function produce?

\_\_\_\_\_  
= \_\_\_\_\_  
Use the function here What should the function produce?

\_\_\_\_\_  
= \_\_\_\_\_  
Use the function here What should the function produce?

### III. Definition

Write the Formula, giving variable names to all your input values.

=



# Design Recipe

## Word Problem

### I. Contract+Purpose Statement

Every contract has three parts:

;  
; \_\_\_\_\_ : \_\_\_\_\_ -> \_\_\_\_\_  
name Domain Range

### II. Give Examples

Write an example of your function for some sample inputs

\_\_\_\_\_  
= \_\_\_\_\_  
Use the function here What should the function produce?

\_\_\_\_\_  
= \_\_\_\_\_  
Use the function here What should the function produce?

\_\_\_\_\_  
= \_\_\_\_\_  
Use the function here What should the function produce?

\_\_\_\_\_  
= \_\_\_\_\_  
Use the function here What should the function produce?

### III. Definition

Write the Formula, giving variable names to all your input values.

=