World Programs

```
(big-bang world-state
          [to-draw renderer]
          [on-tick take-a-step]
          [on-key on-key-event])
```

to-draw : world-state -> image

take-a-step : world-state -> world-state

on-key-event : world-state key-event -> world-state

what is "world-state"?

any type of data you want

Designing for Itemizations

- Data definition has distinct clauses for subclasses of data

- Examples: at least one for each sublass

- Template: mirror the organization of subclasses with a cond

- Tests: make sure all cases are covered

Designing with Structures

- Data definition combines pieces of information

- The definition says which structure instances are legitimate

- The definition should include examples

- Template: write a template containing a selector for each field