```
(@htdd Egg)
(define-struct egg (x y r))
;; Egg is (make-egg Number Number Number)
;; interp. the x, y position of an egg in screen coordinates (pixels),
;;         and rotation angle in degrees




(define (fn-for-egg e)
  (... (egg-x e)    ;Number
       (egg-y e)    ;Number
       (egg-r e)))  ;Number




(@htdd ListOfEgg)
;; ListOfEgg is one of:
;; - empty
;; - (cons Egg ListOfEgg)
;; interp. a list of eggs




(define (fn-for-loe loe)
  (cond [(empty? loe) (...)]
        [else
         (... (fn-for-egg (first loe))
              (fn-for-loe (rest loe)))]))
```