

Write a function is-collision, which takes FOUR inputs:

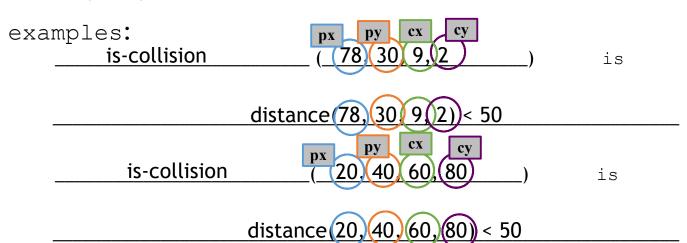
- px: The x-coordinate of the player
- py: The y-coordinate of the player
- □ cx: The x-coordinate of another game character
- cy: The y-coordinate of another game character
 It should return true if the coordinates of the player are within **50 pixels** of the coordinates of the other character. Otherwise, false.

Contract+Purpose Statement

<u>is-collision</u> :: <u>Number, Number, Number, Number -> Boolean</u>
Consumes the coordinates of 2 characters: px, py, cx, and cy, produces
true if the distance between them is less than 50 pixels

Give Examples

Write examples of your function in action



end

Function

fun <u>is-collision</u> (px, py, cx, cy):

distance(px, py, cx, cy) < 50

end