

**Word Problem: update-player**

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

## Contract and Purpose Statement □

Every contract has three parts...

## Examples □

Write some examples, then circle and label what changes...

examples:

update-player	(100, 320, "up" ) is	
functionname	input (s)	what the function produces

  

update-player	(200, 100, "up" ) is	
functionname	input (s)	what the function produces

  

	(	) is	
functionname	input (s)		what the function produces

  

	(	) is	
functionname	input (s)		what the function produces

end

## Definition □

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

```

fun      (      ):
ask:
|      then:
|      then:
|otherwise:
end
end

```