Syntax and Style Bug Hunting: Pyret Edition SECONDS = (7)SECONDS = 7#1 STRING = my string STRING = "my string" SHAPE1 = circle(50 "solid" "blue") SHAPE1 = circle(50, "solid", "blue") #2 SHAPE2 = triangle(75, "outline", "yellow") SHAPE2 = triangle(75, outline, yellow) # triple :: Number -> Number # triple :: Number -> Number # Multiply a given number by # Multiply a given number by 3 to triple it # 3 to triple it examples: #3 examples: triple(5) is 3 * 5 triple(5) = 3 * 5triple(7) = 3 * 7triple(7) is 3 * 7 end end fun triple(n): fun triple(n): 3 * n #4 3 * n end # ys :: Number -> Number # ys :: Number -> Number # Given a number, create a solid yellow star # Given a number, create a solid of the given size # yellow star of the given size examples: examples: ys(99) is star(99, "solid", "yellow") ys(99) is star(99, "solid", "yellow") #5 ys(33) is star(99, "solid", "yellow") ys(99) is star(99, "solid", "yellow") end ys(size): ys(size): star(size "solid" "yellow") star(size, "solid", "yellow") end end