

Contracts

Contracts tell us how to use a function. For example: `ellipse :: (Number, Number, String) -> Image` tells us that the name of the function is `ellipse`, it takes four inputs (two Numbers and two Strings), and it evaluates to an `Image`. From the contract, we know `ellipse(100, 50, "outline", "red")` will evaluate to an `Image`.

Name	Domain	Range
<code># num-sqr</code>	<code>:: Number</code>	<code>-> Number</code>
<code>num-sqr(9)</code>		
<code># num-sqrt</code>	<code>:: Number</code>	<code>-> Number</code>
<code>num-sqrt(25)</code>		
<code># string-length</code>	<code>:: String</code>	<code>-> Number</code>
<code>string-length("Rainbow")</code>		
<code># string-contains</code>	<code>:: String, String</code>	<code>-> Boolean</code>
<code>string-contains("catnap", "cat")</code>		
<code># triangle</code>	<code>:: Number, String, String</code>	<code>-> Image</code>
<code>triangle(80, "solid", "darkgreen")</code>		
<code># star</code>	<code>::</code>	<code>-></code>
<code># circle</code>	<code>::</code>	<code>-></code>
<code># square</code>	<code>::</code>	<code>-></code>
<code># rectangle</code>	<code>::</code>	<code>-></code>

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Name	Domain	Range
# rhombus	::	^
# ellipse	::	^
# text	::	^
# regular-polygon	::	^
# right-triangle	::	^
# isosceles-triangle	::	^
# radial-star	::	^
; star-polygon	:	^
; triangle-sas	:	^