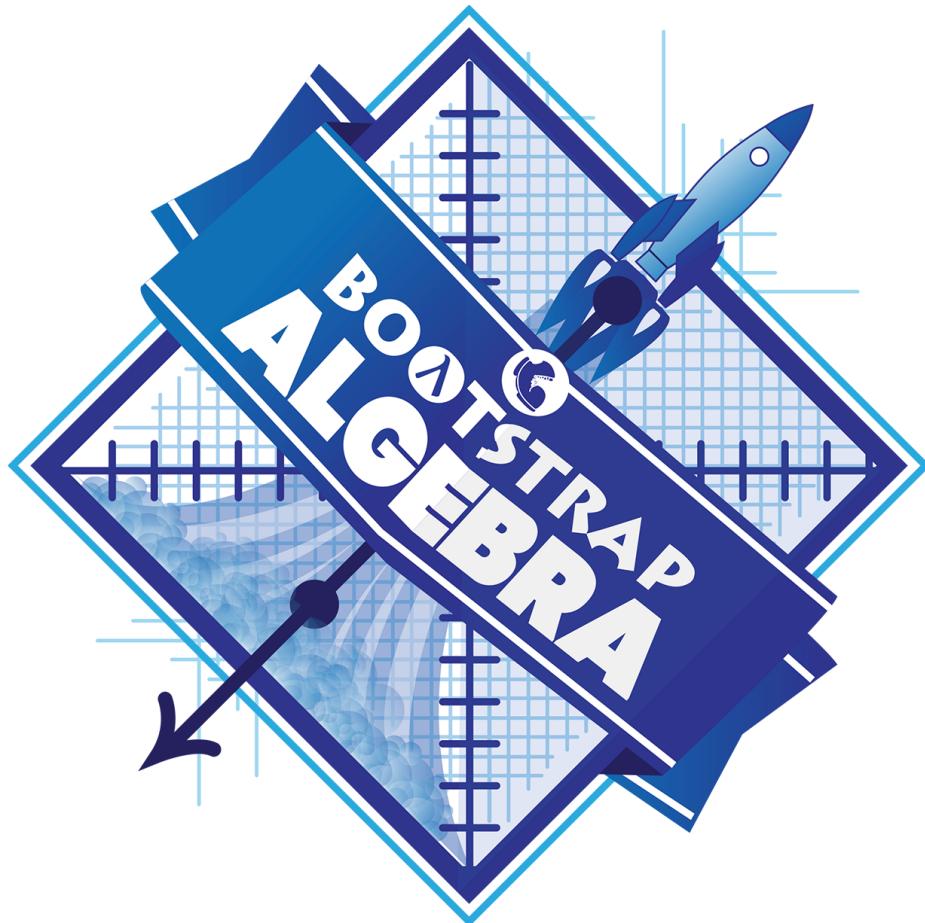


Name: \_\_\_\_\_



## Student Workbook

Class: \_\_\_\_\_



Workbook v2.7

Brought to you the Bootstrap team:

- Emmanuel Schanzer
- Kathi Fisler
- Shriram Krishnamurthi
- Emma Youndtsmith
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Visual Design: Colleen Murphy

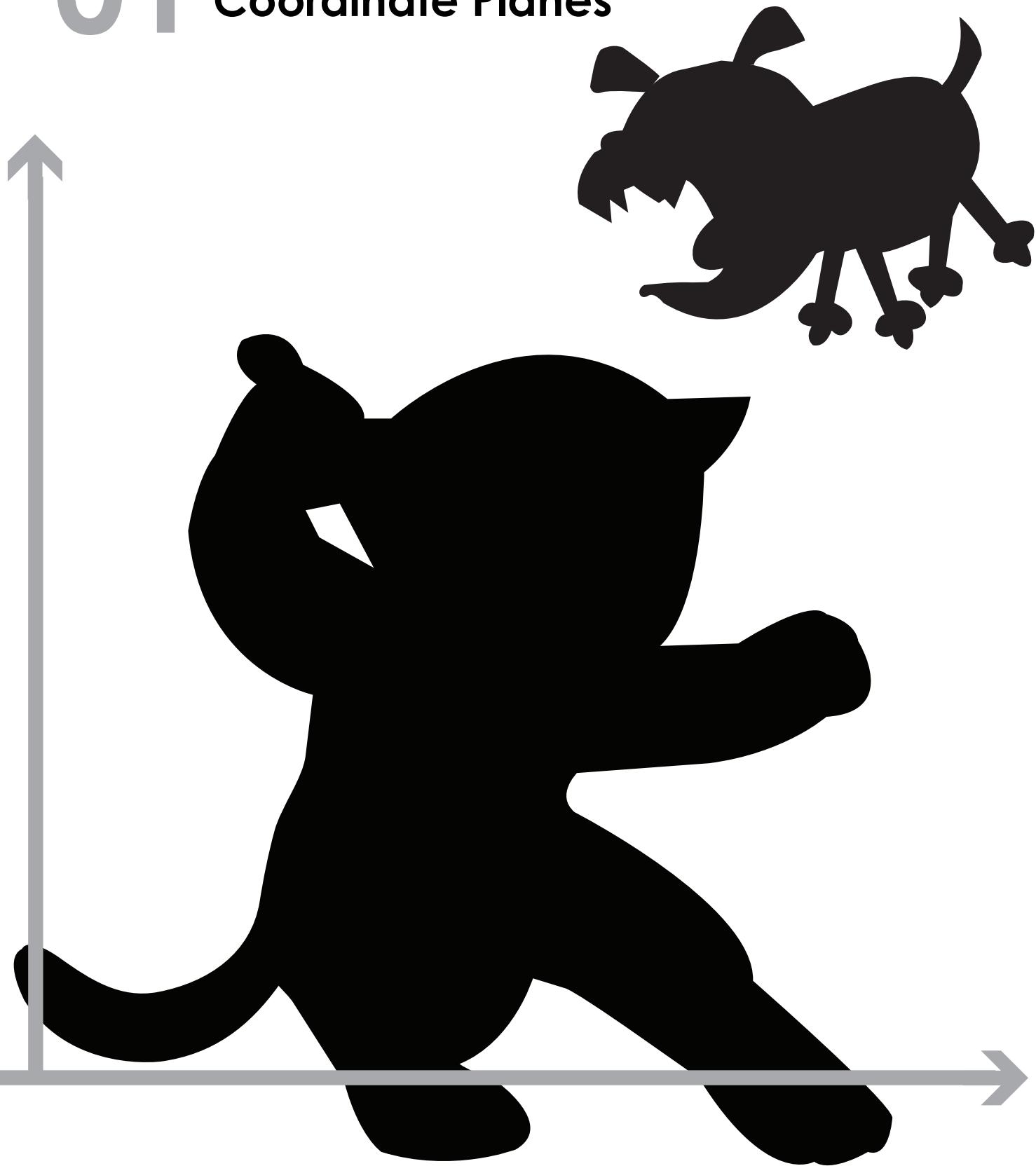
---

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# Bootstrap Units

<b>01</b>	Videogames and Coordinate Planes	<b>06</b>	Comparing Functions
<b>02</b>	Contracts, Strings, and Images	<b>07</b>	Conditional Branching
<b>03</b>	Intro to Definitions	<b>08</b>	Collision Detection
<b>04</b>	Design Recipe	<b>09</b>	Prepping for Launch
<b>05</b>	Game Animation	<b>10</b>	Additional Material

# 01 Videogames and Coordinate Planes



# Lesson 1

Reverse-Engineering: How does NinjaCat work?

Thing in the game...	What changes about it?	More specifically...
cat	Position	x, y
ruby	position	x
clouds	position	x
dog	position	x
score	value	
background	nothing	

## Finding Coordinates



The coordinates for the PLAYER (NinjaCat) are: ( 150 , 50 )  
x-coordinate      y-coordinate

The coordinates for the DANGER (Dog) are: ( 450 , 50 )

The coordinates for the TARGET (Ruby) are: ( 550 , 250 )

# Our Videogame

Created by (write your names): Jessica and James

## Background

### The Zoo

Our game takes place in: \_\_\_\_\_  
(space? the desert? a mall?)

## The Player

The player is a Lion.

The player moves only up and down.

## The Target

Your player GAINS points when they hit the target.

The Target is a Escaped gazelle.

The Target moves only to the left and right.

## The Danger

Your player LOSES points when they hit the danger.

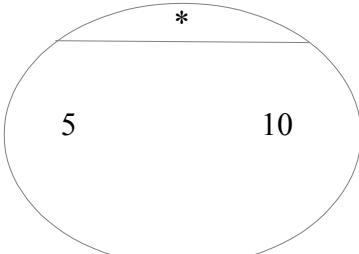
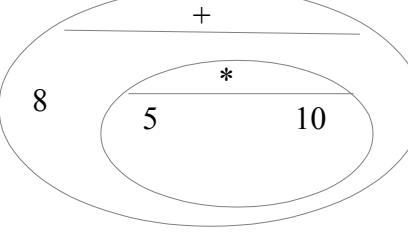
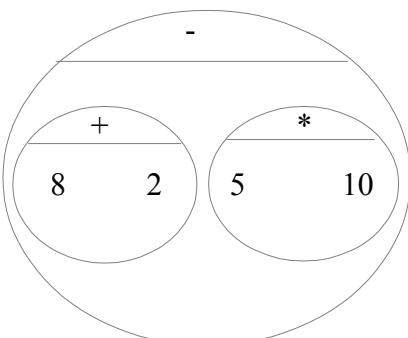
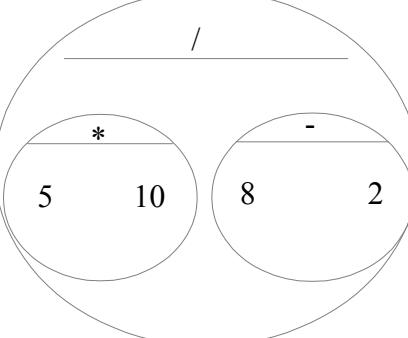
The Danger is a Zookeeper.

The Danger moves only to the left and right.

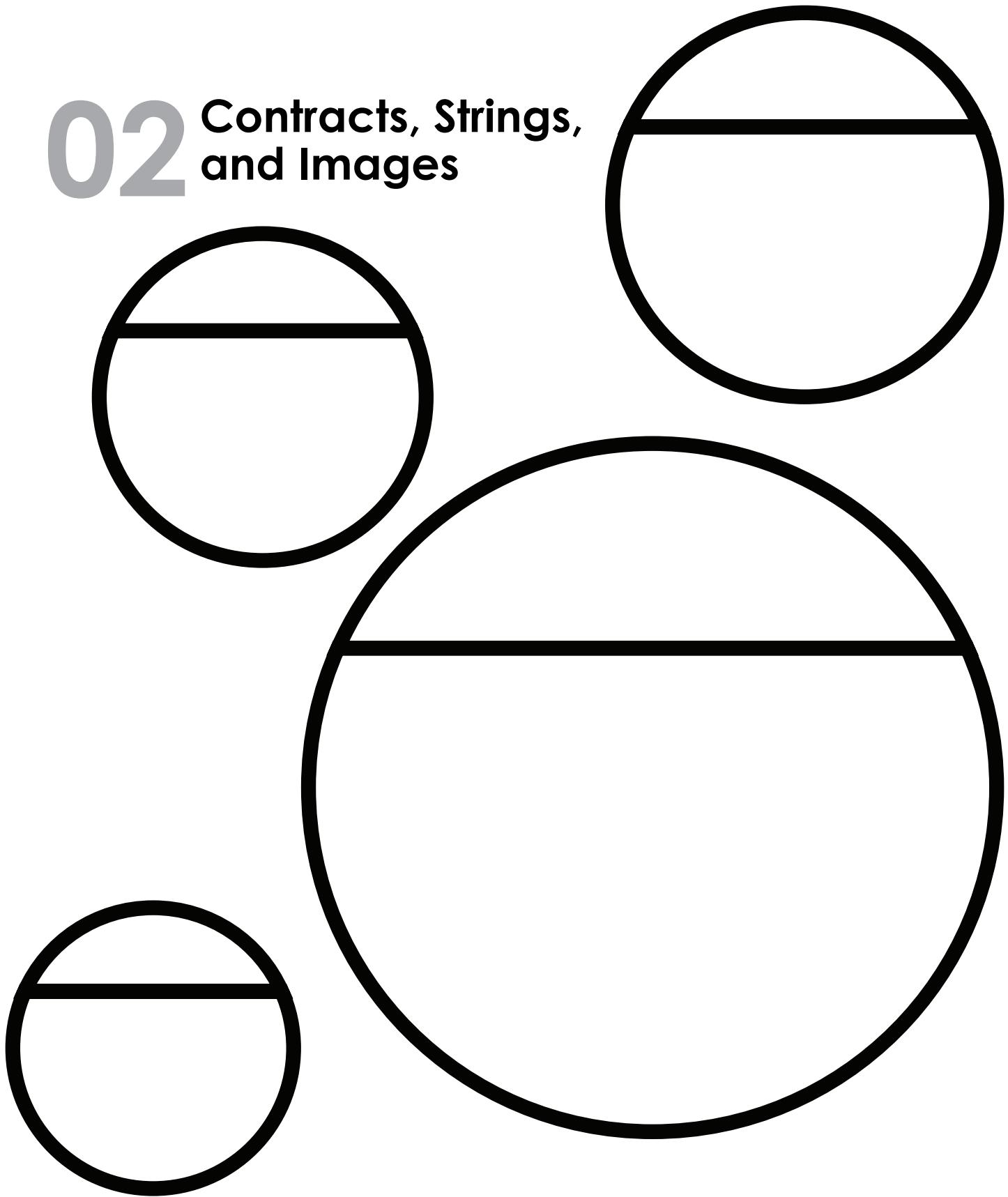
## Circle of Evaluation Practice

**Time: 5 minutes**

Don't forget to use the computer's symbols for things like multiply and divide!

Math	Circle of Evaluation	Racket Code
$5 \times 10$		$(\ast \ 5 \ 10)$
$8 + (5 \times 10)$		$(+ \ 8 \ (\ast \ 5 \ 10) \ )$
$(8 + 2) - (5 \times 10)$		$(- \ (+ \ 8 \ 2) \ (\ast \ 5 \ 10) \ )$
$\frac{5 \times 10}{8 - 2}$		$(/ \ (\ast \ 5 \ 10) \ (- \ 8 \ 2) \ )$

# 02 Contracts, Strings, and Images



## Circles Competition

	<b>Math</b>	<b>Round 1 -Circle of Evaluation</b>	<b>Round 2 - Racket Code</b>
Challenge A	$(3 * 7) - (1 + 2)$		$(- (* 3 7) (+ 1 2))$
Challenge B	$3 - (1 + 2)$		$(- 3 (+ 1 2))$
Challenge C	$3 - (1 + (5 * 6))$		$(- 3 (+ 1 (* 5 6)))$
Challenge D	$(1 + (5 * 6)) - 3$		$(- (+ 1 (* 5 6)) 3)$

# 03

## Intro to Definitions



# Fast Functions

; gt : number -> image

name

domain

range

(EXAMPLE ( gt 500 ) (triangle 500 "solid" "green") )

(EXAMPLE ( gt 7 ) (triangle 7 "solid" "green") )

(define ( gt size ) (triangle size "solid" "green") )

---

; bc : number -> image

name

domain

range

(EXAMPLE ( bc 19 ) (circle 19 "solid" "blue") )

(EXAMPLE ( bc 43 ) (circle 43 "solid" "blue") )

(define ( bc size ) (circle size "solid" "blue") )

---

; double : number -> number

name

domain

range

(EXAMPLE ( double 3 ) (\* 2 3) )

(EXAMPLE ( double 9 ) (\* 2 9) )

(define ( double num ) (\* 2 num) )

---

; \_\_\_\_\_ : \_\_\_\_\_ -> \_\_\_\_\_

name

domain

range

(EXAMPLE ( \_\_\_\_\_ ) \_\_\_\_\_ )

(EXAMPLE ( \_\_\_\_\_ ) \_\_\_\_\_ )

(define ( \_\_\_\_\_ ) \_\_\_\_\_ )

# Fast Functions

; \_\_\_\_\_ : \_\_\_\_\_ -> \_\_\_\_\_

name

domain

range

(EXAMPLE ( \_\_\_\_\_ \_\_\_\_\_ ) \_\_\_\_\_ )

(EXAMPLE ( \_\_\_\_\_ \_\_\_\_\_ ) \_\_\_\_\_ )

(define ( \_\_\_\_\_ \_\_\_\_\_ ) \_\_\_\_\_ )

---

; \_\_\_\_\_ : \_\_\_\_\_ -> \_\_\_\_\_

name

domain

range

(EXAMPLE ( \_\_\_\_\_ \_\_\_\_\_ ) \_\_\_\_\_ )

(EXAMPLE ( \_\_\_\_\_ \_\_\_\_\_ ) \_\_\_\_\_ )

(define ( \_\_\_\_\_ \_\_\_\_\_ ) \_\_\_\_\_ )

---

; \_\_\_\_\_ : \_\_\_\_\_ -> \_\_\_\_\_

name

domain

range

(EXAMPLE ( \_\_\_\_\_ \_\_\_\_\_ ) \_\_\_\_\_ )

(EXAMPLE ( \_\_\_\_\_ \_\_\_\_\_ ) \_\_\_\_\_ )

(define ( \_\_\_\_\_ \_\_\_\_\_ ) \_\_\_\_\_ )

---

; \_\_\_\_\_ : \_\_\_\_\_ -> \_\_\_\_\_

name

domain

range

(EXAMPLE ( \_\_\_\_\_ \_\_\_\_\_ ) \_\_\_\_\_ )

(EXAMPLE ( \_\_\_\_\_ \_\_\_\_\_ ) \_\_\_\_\_ )

(define ( \_\_\_\_\_ \_\_\_\_\_ ) \_\_\_\_\_ )

---

# 04 Design Recipe

1 Contract

2 Example

3 Definition



## Word Problem: rocket-height

**Directions:** A rocket blasts off, traveling at 7 meters per second. Write a function called 'rocket-height' that takes in the number of seconds that have passed since the rocket took off, and which produces the height of the rocket at that time.

### Contract and Purpose Statement

Every contract has three parts...

;	rocket-height	:	number	→	number
			function name	domain	range
; Produce height of rocket after given number of seconds					
what does the function do?					

### Examples

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

(EXAMPLE (	rocket-height	0	)	(*	0	7)	)
	function name	input(s)		what the function produces			
(EXAMPLE (	rocket-height	10	)	(*	10	7)	)

### Definition

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

(define(	rocket-height	seconds	)
	function name	variables	
( * seconds 7 )			

what the function does with those variables

## Word Problem: lawn-area

**Directions:** Use the Design Recipe to write a function 'lawn-area', which takes in the width and length of a lawn, and returns the area of the lawn. (Don't forget: area = length \* width!)

### Contract and Purpose Statement

Every contract has three parts...

;	lawn-area	:	number	number	→	number		
			domain			range		
;	Produce area of lawn with given length and width							
	what does the function do?							

### Examples

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

(EXAMPLE (	lawn-area	10 20	)	(*	10 20)	)
	function name	input(s)		what the function produces		
(EXAMPLE (	lawn-area	50 5	)	(*	50 5)	)
	function name	input(s)		what the function produces		

### Definition

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

(define (	lawn-area	length width	)
	function name	variables	
	( * length width )		
	what the function does with those variables		

# Word Problem: red-square

**Directions:** Use the Design Recipe to write a function 'red-square', which takes in a number (the length of each side of the square) and outputs a solid red rectangle whose length and width are the same size.

## Contract and Purpose Statement

Every contract has three parts...

;	red-square	:	number	→	image
			domain		range
;	Produce rectangle with given number as width and height				
	what does the function do?				

## Examples

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

(EXAMPLE (	red-square	4	)	(rectangle 4 4 "solid" "red")	)
	function name	input(s)		what the function produces	
(EXAMPLE (	red-square	12	)	(rectangle 12 12 "solid" "red"))	)
	function name	input(s)		what the function produces	

## Definition

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

(define (	red-square	size	)
	function name	variables	
(rectangle size size "solid" "red")			)
			what the function does with those variables

**target**



**danger**



## 05 Game Animation

## Word Problem: update-danger

**Directions:** Use the Design Recipe to write a function 'update-danger', which takes in the danger's x-coordinate and produces the next x-coordinate, which is 50 pixels to the left.

### Contract and Purpose Statement



Every contract has three parts...

;	update-danger	:	number	→	number
			domain		range
;	Produce new coordinate by subtracting 50 from the given number				
	what does the function do?				

### Examples



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

(EXAMPLE (	update-danger		100	)	(-	100	50)	)
		function name	input(s)		what the function produces			
(EXAMPLE (	update-danger		35	)	(-	35	50)	)

### Definition



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

(define (	update-danger		x	)
		function name	variables	
			(-	x 50 )

what the function does with those variables

## Word Problem: update-target

**Directions:** Write a function 'update-target', which takes in the target's x-coordinate and produces the next x-coordinate, which is 50 pixels to the right.

### Contract and Purpose Statement



Every contract has three parts...

<u>; update-target</u>	:	number	→	number
		function name	domain	range
<u>; Produce new coordinate by adding 50 to the given number</u>				
what does the function do?				

### Examples



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

<u>(EXAMPLE ( update-target</u>	<u>0</u>	)	<u>(+ 0 50)</u>	)
	function name	input(s)	what the function produces	

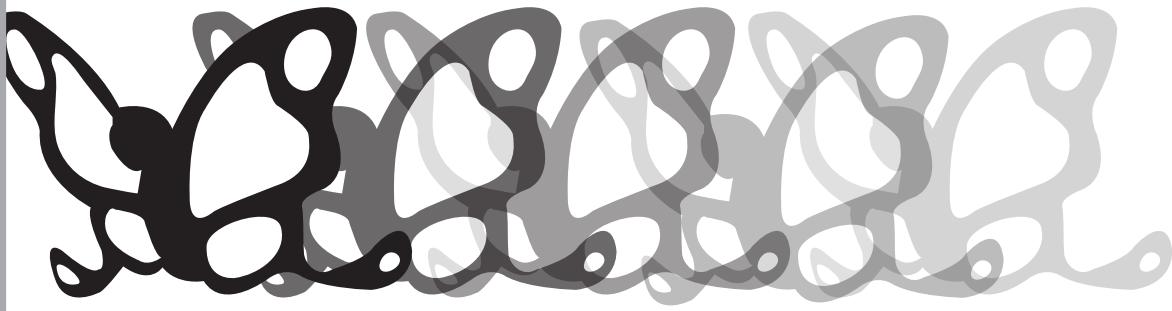
<u>(EXAMPLE ( update-target</u>	<u>20</u>	)	<u>(+ 20 50)</u>	)
	function name	input(s)	what the function produces	

### Definition



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

<u>(define ( update-target</u>	<u>x</u>	)
	function name	variables
<u>(+ x 50)</u>		)
what the function does with those variables		



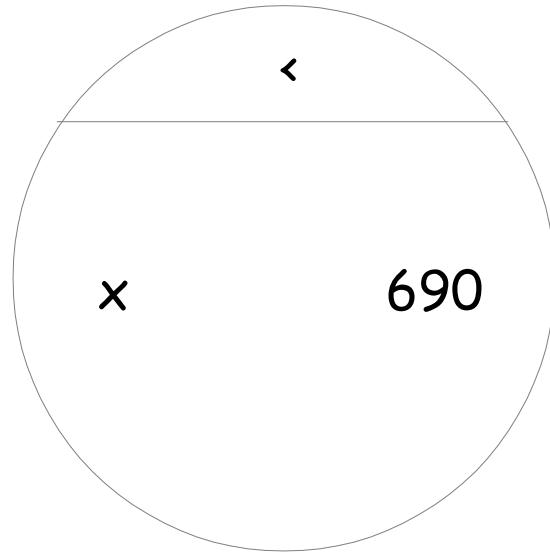
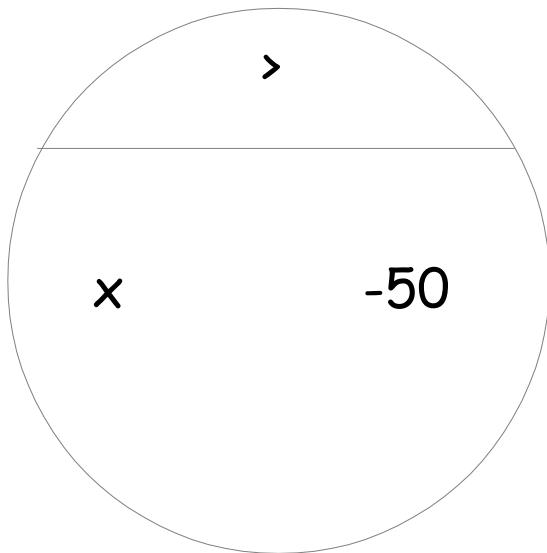
**“safe-left?”**

## 06 Comparing Functions

## Protecting Sam

Sam is in a  $640 \times 480$  yard. How far he can go to the left and right before he's out of sight?

1. A piece of Sam is still visible on the left as long as...  $\underline{(> \quad x \quad -50)}$
2. A piece of Sam is still visible on the right as long as...  $\underline{(< \quad x \quad 690)}$
3. Draw the Circle of Evaluation for these two expressions in the circles below:



## Word Problem: safe-left?

**Directions:** Use the Design Recipe to write a function 'safe-left?', which takes in an x-coordinate and checks to see if it is greater than -50

### Contract and Purpose Statement

Every contract has three parts...

;	safe-left?	:	number	→	boolean
			domain		range
;	Determine whether given number is greater than -50				
	what does the function do?				

### Examples

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

(EXAMPLE (	safe-left?	25	)	(> 25 -50)	)
	function name	input(s)		what the function produces	
(EXAMPLE (	safe-left?	-51	)	(> -51 -50)	)

### Definition

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

(define (	safe-left?	x	)
	function name	variables	
( > x -50 )			)

what the function does with those variables

# Word Problem: safe-right?

**Directions:** Use the Design Recipe to write a function 'safe-right?', which takes in an x-coordinate and checks to see if it is less than 690.

## Contract and Purpose Statement

Every contract has three parts...

;	safe-right?	:	number	→	boolean
			domain		range
;	Determine whether given number is less than 690				
	what does the function do?				

## Examples

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

(EXAMPLE (	safe-right?	100	)	(< 100 690)	)
	function name	input(s)		what the function produces	
(EXAMPLE (	safe-right?	820	)	(< 820 690)	)
	function name	input(s)		what the function produces	

## Definition

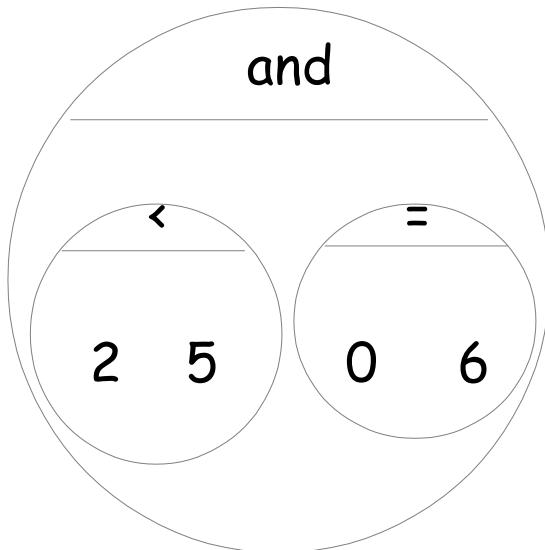
Write the definition, given variable names to all your input values...

(define (	safe-right?	x	)
	function name	variables	
( < x 690 )			)
			what the function does with those variables

and / or

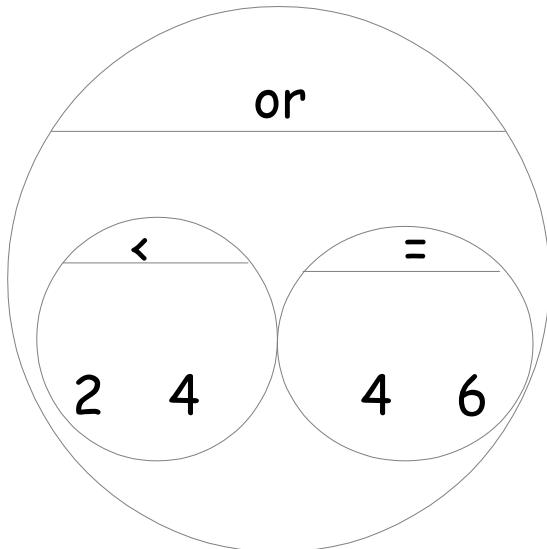
**Write the Circles of Evaluation for these statements, and then convert them to Racket**

1. Two is less than five, and zero is equal to six.



(and (< 2 5) (= 0 6))

2. Two is less than four or four is equal to six.



(or (< 2 4) (= 4 6))

## Word Problem: onscreen?

**Directions:** Use the Design Recipe to write a function 'onscreen?', which takes in the x-coordinate and checks to see if Sam is safe on the left AND safe on the right.

# **Contract and Purpose Statement**

*Every contract has three parts...*

<code>; onscreen?</code>	<code>:</code>	<code>number</code>	$\rightarrow$	<code>boolean</code>
<i>function name</i>		<i>domain</i>		<i>range</i>
<code>; Sam is on the screen if his x-coordinate is safe on the left and safe</code>				
<i>what does the function do?</i>				

## Examples

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

```
(EXAMPLE ( onscreen? )  

         _____  

        function name      input(s)  

         (and (safe-left? 10) (safe-right? 10))  

         _____  

        what the function produces  

(EXAMPLE ( onscreen? )  

         _____  

        function name      input(s)  

         (and (safe-left? -15) (safe-right? -15))  

         _____  

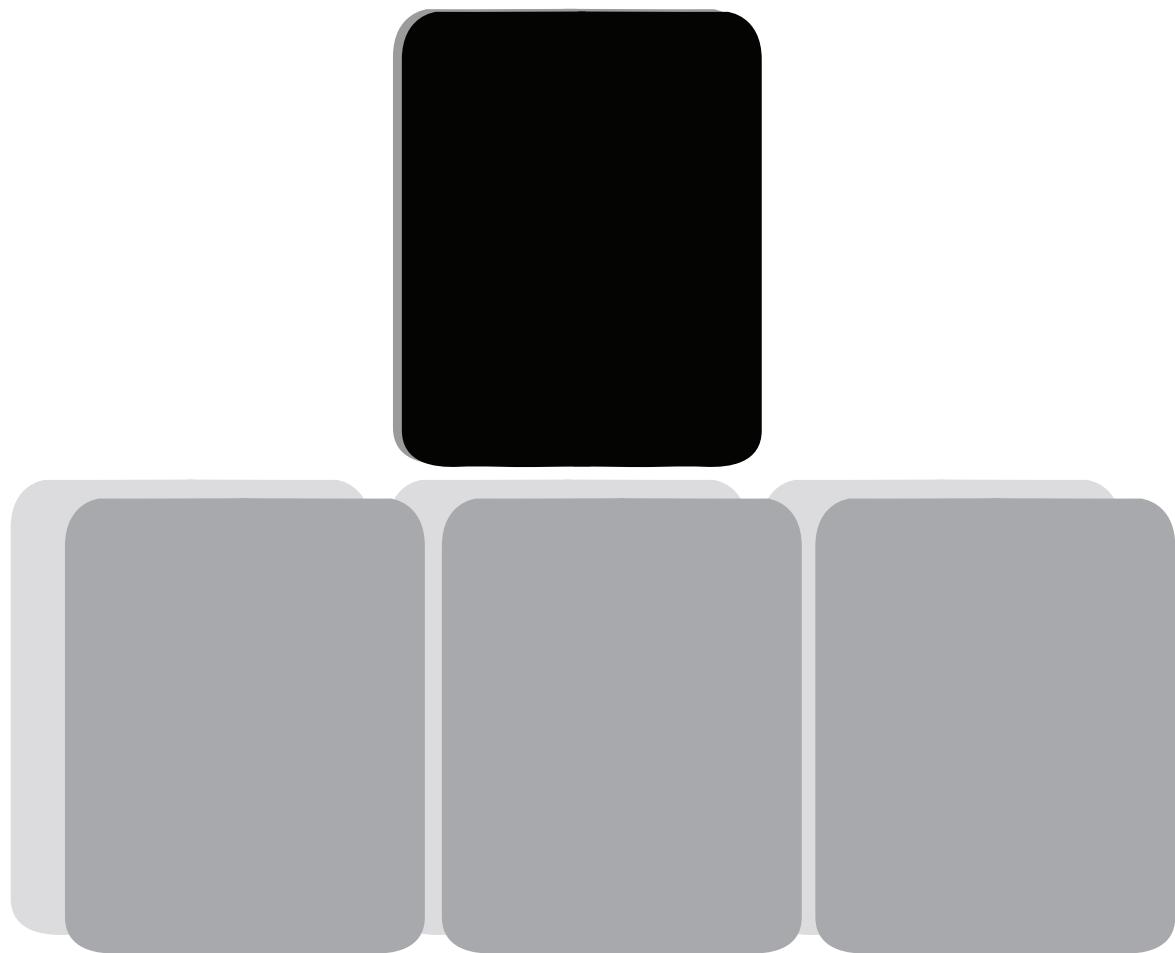
        what the function produces)
```

## Definition

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

```
(define (onscreen? x)  
  function name           variables  
  (and (safe-left? x) (safe-right? x))  
  what the function does with those variables)
```

# 07 Conditional Branching



## Word Problem: cost

**Directions:** Luigi's Pizza has hired you as a programmer. They offer Cheese (\$9.00), Pepperoni (\$10.50), Chicken (\$11.25) and Broccoli (\$10.25). Write a function called *cost* which takes in the name of a topping and outputs the price of a pizza with that topping.

### Contract and Purpose Statement

Every contract has three parts...

;	cost	:	string	→	number
			domain		range
;	Produce cost of a pizza with given topping				
	what does the function do?				

### Examples

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

(EXAMPLE (	cost	"cheese"	)	9	)
	function name	input(s)		what the function produces	
(EXAMPLE (	cost	"pepperoni"	)	10.5	)
	function name	input(s)		what the function produces	
(EXAMPLE (	cost	"chicken"	)	11.25	)
	function name	input(s)		what the function produces	
(EXAMPLE (	cost	"broccoli"	)	10.25	)
	function name	input(s)		what the function produces	

### Definition

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

(define (	cost	topping	)
	function name	variables	
(cond			
[ (string=? "cheese" topping)		9	)
[ (string=? "pepperoni" topping)		10.5	)
[ (string=? "chicken" topping)		11.25	)
[ (string=? "broccoli" topping)		10.25	)
[ <b>else</b> :	1000000		))

# Word Problem: update-player

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

## Contract and Purpose Statement



Every contract has three parts...

<u>; update-player :</u>	<u>number string</u>	$\rightarrow$	<u>number</u>
<i>function name</i>	<i>domain</i>		<i>range</i>
<u>; Produce new y-coordinate depending on key press</u>			
<i>what does the function do?</i>			

## Examples



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

<u>(EXAMPLE ( update-player</u>	<u>320 "up"</u>	<u>) (+ 320 20)</u>	<u>)</u>
<i>function name</i>	<i>input(s)</i>	<i>what the function produces</i>	
<u>(EXAMPLE ( update-player</u>	<u>100 "up"</u>	<u>) (+ 100 20)</u>	<u>)</u>
<i>function name</i>	<i>input(s)</i>	<i>what the function produces</i>	
<u>(EXAMPLE ( update-player</u>	<u>320 "down"</u>	<u>) (- 320 20)</u>	<u>)</u>
<i>function name</i>	<i>input(s)</i>	<i>what the function produces</i>	
<u>(EXAMPLE ( update-player</u>	<u>100 "down"</u>	<u>) (- 100 20)</u>	<u>)</u>
<i>function name</i>	<i>input(s)</i>	<i>what the function produces</i>	

## Definition



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

<u>(define ( update-player</u>	<u>y key</u>	<u>)</u>
<i>function name</i>	<i>variables</i>	
<u>(cond</u>		
<u>[ (string=? "up" key)</u>	<u>(+ y 20)</u>	<u>]</u>
<u>[ (string=? "down" key)</u>	<u>(- y 20)</u>	<u>]</u>
<u>[else:</u>	<u>y</u>	<u>]) )</u>

# 08 Collision Detection

# collision



distance

## Word Problem: line-length

**Directions:** Write a function called 'line-length', which takes in two numbers and returns the \*positive difference\* between them. It should always subtract the smaller number from the bigger one, and if they are equal it should return zero.

### Contract and Purpose Statement

Every contract has three parts...

;	line-length	:	number	number	→	number
			function name	domain		range
;	Produce positive difference between two given numbers				what does the function do?	

### Examples

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

(EXAMPLE (	line-length	10 5 )	( - 10 5 )	)
	function name	input(s)	what the function produces	
(EXAMPLE (	line-length	2 8 )	( - 8 2 )	)

### Definition

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

(define(	line-length	a b	)
	function name	variables	
(cond			
[ (> a b)		( - a b)	]

[ (< a b)		( - b a)	] ))
-----------	--	----------	------

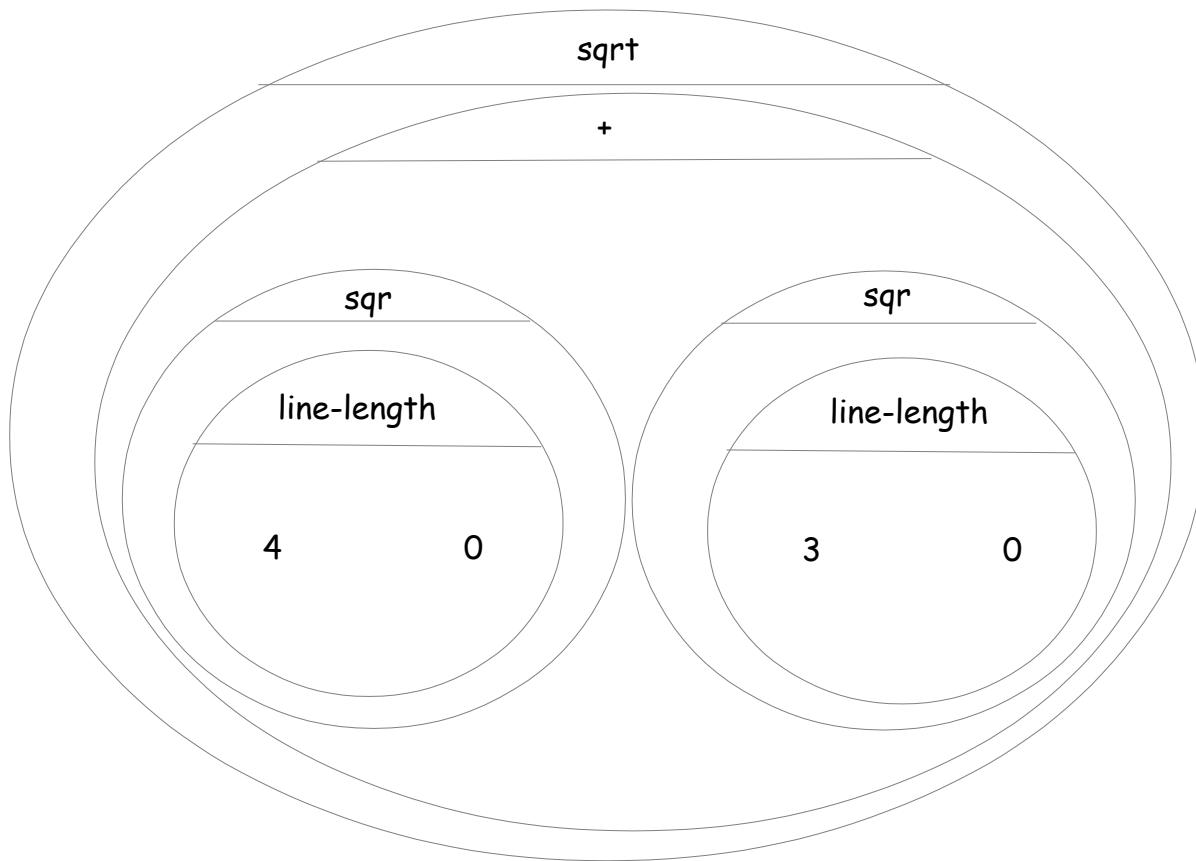
## The Distance Formula (an example)

The distance between the points (0, 0) and (4, 3) is given by:

$$\sqrt{(line-length\ 4\ 0)^2 + (line-length\ 3\ 0)^2}$$

---

Convert the formula above into a Circle of Evaluation (We've already gotten you started!)



---

Convert the Circle of Evaluation to code, then label the numbers with (x1,y1) & (y1,y2):

```
(sqrt (+  (sqr (line-length 4 0))
           (sqr (line-length 3 0)))))
```

## Word Problem: distance

**Directions:** Write a function *distance*, 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 the distance between the two, using the Distance formula. (HINT: look at what you did on the previous page!)

### Contract and Purpose Statement

Every contract has three parts...

;	distance	:	number	number	number	number	→	number
function name								range
;	Produce distance between two points with given coordinates							
	what does the function do?							

### Examples

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

(EXAMPLE (	distance	0	0	3	4	)
function name						input(s)
	(sqrt (+ (sq (line-length 3 0)) (sq (line-length 4 0)))) )					
	what the function produces					
(EXAMPLE (	distance	10	20	13	24	)
function name						input(s)
	(sqrt (+ (sq (line-length 13 10)) (sq (line-length 24 20)))))					
	what the function produces					

### Definition

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

(define (	distance	px	py	cx	cy	)
function name						variables
	(sqrt (+ (sqr (line-length px cx)) (sqr (line-length py cy)))))					
	what the function does with those variables					

## Word Problem: collide?

**Directions:** Write a function `collide?`, 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

*Are the coordinates of the player within 50 pixels of the coordinates of the other character?*

# **Contract and Purpose Statement**

### *Every contract has three parts...*

<u>;</u> collide?      :	number    number    number    number	→	boolean
<i>function name</i>	<i>domain</i>	<i>range</i>	
<u>;</u> Is the Player (px, py) within 50 pixels of another Character (cx, cy)?	<i>what does the function do?</i>		

## Examples

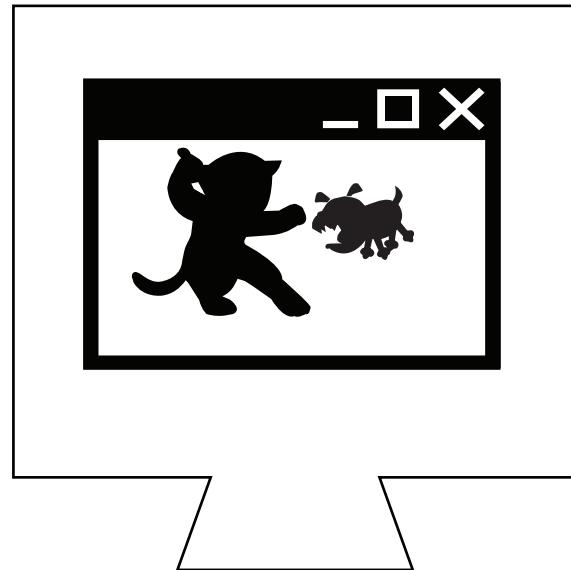
*Write some examples, then circle and label what changes....*

(EXAMPLE (	<u>    collide?</u>	<u>      25   75   30   270</u>	)
	<i>function name</i>	<i>input(s)</i>	
	<u>(&lt; (distance 25 75 30 270) 50)</u>		
	<i>what the function produces</i>		
(EXAMPLE (	<u>    collide?</u>	<u>      25   75   100   75</u>	)
	<i>function name</i>	<i>input(s)</i>	
	<u>(&lt; (distance 25 75 100 75) 50)</u>		
	<i>what the function produces</i>		

## Definition

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

```
(define (collide? px py cx cy)
  (function name variables
   (< (distance px py cx cy) 50)
  )  
  what the function does with those variables
```



## 09 Presentation Preparation



# Lesson 9

Catchy Intro: Feel like you never get enough to eat? So does Leo. Come catch your prey, and escape the zookeeper!

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Name, Age, Grade: Jessica Programmer, 12, 7<sup>th</sup> grade

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Game Title: Run for your Supper

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Back Story:One day, a young lion was sitting in his cage. He saw an escaped gazelle come running past. It was lunch time, and he was hungry, so he leapt out to catch food. He has to run fast to grab food and escape the evil zookeeper.

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Characters: Player: Leo the lion.

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Danger: Zoe Zookeeper.

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Target: Gary Gazelle

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Explain a piece of your code: My update-danger function takes in the current x coordinate of the gazelle, and adds 50 to it. This moves the gazelle 50 pixels to the right.

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## Presentation Feedback

For each question, circle the answer that fits best.

Was the introduction catchy?      No way!      A little.      Definitely!

Did they talk about their characters? No way!      A little.      Definitely!

Did they explain the code well?      No way!      A little.      Definitely!

Did they speak slowly enough?      No way!      A little.      Definitely!

Did they speak loudly enough?      No way!      A little.      Definitely!

Were they standing confidently?      No way!      A little.      Definitely!

Did they make eye contact?      No way!      A little.      Definitely!

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## Word Problem: red-shape

**Directions:** Write a function called `red-shape`, which takes in the name of a shape and draws that shape (solid and red). Add an else clause that produces a sensible output.

### Contract and Purpose Statement

Every contract has three parts...

<code>; red-shape</code>	:	string	→	image
		function name	domain	range
<code>; Create a solid red shape of the given kind</code>				
what does the function do?				

### Examples

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

(EXAMPLE (	<u>red-shape</u>	"circle"	)	(circle 50 "solid" "red")	)
	function name	input(s)		what the function produces	
(EXAMPLE (	<u>red-shape</u>	"triangle"	)	(triangle 50 "solid" "red")	)
	function name	input(s)		what the function produces	
(EXAMPLE (	<u>red-shape</u>	"rectangle"	)	(rectangle 99 9 "solid" "red")	)
	function name	input(s)		what the function produces	
(EXAMPLE (	<u>red-shape</u>	"star"	)	(triangle 50 "solid" "red")	)
	function name	input(s)		what the function produces	

### Definition

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

(define (	<u>red-shape</u>	shape	)
	function name	variables	
(cond			
[ (string=? "circle" shape)		(circle 50 "solid" "red")	]
[ (string=? "triangle" shape)		(triangle 50 "solid" "red")	]
[ (string=? "rectangle" shape)		(rectangle 99 9 "solid" "red")	]
[ (string=? "star" shape)		(star 50 "solid" "red")	]
[ <b>else</b> : (text 20 "????" "red")			]))

## Translating into Algebra

### Value Definitions

Racket Code	Algebra
(define x 10)	$x = 10$
(define y (* x 2))	$y = x^2$
(define z (+ x y))	$z = x + y$
(define age 14)	$age = 14$
(define months (* age 12))	$months = age * 12$
(define days (* months 30))	$days = months * 30$
(define hours (* days 24))	$hours = days * 24$
(define minutes (* hours 60))	$minutes = hours * 60$

### Function Definitions

Racket Code	Algebra
(define (area length width) (* length width))	$area(length, width) = length * width$
(define (circle-area radius) (* pi (sqr radius)))	$circle-area(radius) = \pi * radius^2$
(define (distance x1 y1 x2 y2) (sqrt (+ (sqr (- x1 x2)) (sqr (- y1 y2))))))	$distance(x_1, y_1, x_2, y_2) = \sqrt{(x_1 - x_2)^2 + (y_1 - y_2)^2}$

# Design Recipe

A rocket is flying from Earth to Mars at 80 miles per second. Write a function that describes the **distance**  $D$  that the rocket has traveled, as a function of **time**  $t$ .

## I. Contract+Purpose Statement

Every contract has three parts:

$; \underline{D} :$	<b>Number</b>	$\rightarrow$	<b>Number</b>
	name	Domain	Range
$; \underline{\text{Given the number of seconds, produce the height of the rocket if it moves at 80mi/sec}}$			<i>What does the function do?</i>

## II. Give Examples

Write an example of your function for some sample inputs

$$D(1) = 80 * 1$$

Use the function here

What should the function produce?

$$D(2) = 80 * 2$$

Use the function here

What should the function produce?

$$D(3) = 80 * 3$$

Use the function here

What should the function produce?

$$D(4) = 80 * 4$$

Use the function here

What should the function produce?

## III. Definition

Write the formula, giving variable names to all your input values.

$$D(\text{time}) = 80 * \text{time}$$

# Design Recipe

A rocket is traveling from Earth to Mars at 80 miles per second. Write a function that describes the time the rocket has been traveling, as a function of distance.

## I. Contract+Purpose Statement

Every contract has three parts:

;	<b>time</b>	:	<b>Number</b>	->	<b>Number</b>
			name	Domain	Range
;	<u>Given the distance, produce the time-traveled if it moves at 80mi/sec</u>				
	<i>What does the function do?</i>				

## II. Give Examples

Write an example of your function for some sample inputs

**time(0) = 0/80**

Use the function here	What should the function produce?
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**time(10) = 10/80**

Use the function here	What should the function produce?
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**time(80) = 80/80**

Use the function here	What should the function produce?
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**time(190) = 190/80**

Use the function here	What should the function produce?
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## III. Definition

Write the Formula, giving variable names to all your input values.

$$\text{time}(\text{distance}) = \text{distance}/80$$

# Design Recipe

A rocket leaves Earth, headed for Mars at 80 miles per second. **At the exact same time**, an asteroid leaves Mars traveling towards Earth, moving at 70 miles per second. If the distance from the Earth to Mars is 50,000,000 miles, how long will it take for them to meet?

## I. Contract+Purpose Statement

Every contract has three parts:

; **collide** : **Number** -> **Number**

name	Domain	Range
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; Given the distance between a rocket (moving at 80mi/sec) & asteroid (70mi/sec), when will they collide?  
What does the function do?

## II. Give Examples

Write an example of your function for some sample inputs

collide(0) = 0/150

Use the function here      What should the function produce?

`collide(150) = 150/150`

Use the function here      What should the function produce?

**collide(700) = 700/150**

Use the function here      What should the function produce?

`collide(50,000,000) = 50,000,000/150`

Use the function here      What should the function produce?

### **III. Definition**

Write the Formula, giving variable names to all your input values

`collide(distance-between) = distance-between/150`

# Design Recipe

## I. Contract+Purpose Statement

**Every contract has three parts:**

;  
What does the function do?

## **II. Give Examples**

Write an example of your function for some sample inputs

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=  
Use the function here      What should the function produce?

= Use the function here      What should the function produce?

= Use the function here      What should the function produce?

### III Definition

iii. Definition Write the Formula, giving variable names to all your input values

# Design Recipe

## I. Contract+Purpose Statement

Every contract has three parts:

;  
What does the function do?

## **II. Give Examples**

Write an example of your function for some sample inputs

---

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Use the function here      What should the function produce?

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= Use the function here      What should the function produce?

### III Definition

iii. Definition Write the Formula, giving variable names to all your input values

# Contracts

Name	Domain	Range	example
;	: Number Number	→Number	(+ 3 4)
;	: Number Number	→Number	(- 3 4)
;	: Number Number	→Number	(* 3 4)
;	: Number Number	→Number	(/ 3 4)
;	: Number	→Number	(sqr 10)
;	: Number	→Number	(sqrt 10)
;	: Number String String	→Image	(star 50 "solid" "red")
;	: Number String String	→Image	(circle 50 "solid" "red")
;	: Number String String	→Image	(triangle 50 "solid" "red")
;	: Number Number String String	→Image	(rectangle 20 100 "solid" "red")
;	: Number Number String String	→Image	(ellipse 75 150 "solid" "red")
;	: String Number String	→Image	(text "hello world" 50 "blue")
;	: Number Image	→Image	(rotate 45 (triangle 20 "solid" "blue"))
;	: Number Image	→Image	(scale 2 (star 20 "solid" "yellow"))
;	: String	→Image	(bitmap/url "www...")
;	: Number Number	→Boolean	(= 3 4)
;	: Number Number	→Boolean	(> 3 4)
;	:		

## Contracts