

The Design Recipe

Directions : Getting a gym membership costs \$150, and then there's a \$45/month fee after that. Write a function `globo-gym` that takes in a number of months and produces the cost of a membership for that many months.

Contract and Purpose Statement

Every contract has three parts...

#	<u>globo-gym::</u>	<u>Number</u>	->	<u>Number</u>
	<small>function name</small>	<small>domain</small>		<small>range</small>

Takes in a number of months and multiplies it by \$45 and adds \$150 and returns that value

what does the function do?

Examples

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

examples:

<u>globo-gym</u>	(<u>0</u>)	is	<u>150 + (0 * 45)</u>
<small>function name</small>		<small>input(s)</small>			<small>what the function produces</small>

<u>globo-gym</u>	(<u>3</u>)	is	<u>150 + (3 * 45)</u>
<small>function name</small>		<small>input(s)</small>			<small>what the function produces</small>

end

Definition

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

fun globo-gym(months):

function name variable(s)

150 + (months * 45)

what the function does with those variable(s)

end

Directions : The cost of a ride is a starting price of \$2.50, plus \$1.50/mile. Write a function `rideshare`, that takes in a number of miles and produces the cost of that right.

Contract and Purpose Statement

Every contract has three parts...

#	<u>rideshare::</u>	<u>Number</u>	->	<u>Number</u>
	<small>function name</small>	<small>domain</small>		<small>range</small>

Takes in a number of of miles, multiplies it be 1.50 and then adds it to 2.50

what does the function do?

Examples

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

examples:

<u>rideshare</u>	(<u>0</u>)	is	<u>2.5 + (0 * 1.5)</u>
<small>function name</small>		<small>input(s)</small>			<small>what the function produces</small>

<u>rideshare</u>	(<u>3</u>)	is	<u>2.5 + (3 * 1.5)</u>
<small>function name</small>		<small>input(s)</small>			<small>what the function produces</small>

end

Definition

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

fun rideshare(miles):

function name variable(s)

2.5 + (miles * 1.5)

what the function does with those variable(s)

end