

# Contracts

Contracts tell us how to use a function. For example: `ellipse :: (Number, Number, String, 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, "solid", "fuchsia")` will evaluate to an `Image`.