

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(50, 100, "solid", "teal")` will evaluate to an `Image`.

| Name | | Domain | | Range |
|--|----|--------------------------------|----|-------|
| # text | :: | (String, Number, String) | -> | Image |
| <code>text("I'm thankful for...", 50, "green")</code> | | | | |
| # image-url | :: | (String) | -> | Image |
| <code>image-url("https://www.bootstrapworld.org/images/icon.png")</code> | | | | |
| # scale | :: | (Number, Image) | -> | Image |
| <code>scale(0.8, triangle(30, "solid", "red"))</code> | | | | |
| # rotate | :: | (Number, Image) | -> | Image |
| <code>rotate(35, rectangle(30, 80, "solid", "purple"))</code> | | | | |
| # overlay | :: | (Image, Image) | -> | Image |
| <code>overlay(star(30, "solid", "gold"),circle(30, "solid", "blue"))</code> | | | | |
| # put-image | :: | (Image, Number, Number, Image) | -> | Image |
| <code>put-image(star(30, "solid", "red"), 50, 150, rectangle(300, 200, "outline", "black"))</code> | | | | |
| # flip-horizontal | :: | (Image) | -> | Image |
| <code>flip-horizontal(text("Bootstrap is fun!", 60, "darkblue"))</code> | | | | |
| # flip-vertical | :: | (Image) | -> | Image |
| <code>flip-vertical(triangle(80, "solid", "lightgreen"))</code> | | | | |
| # above | :: | (Image, Image) | -> | Image |
| <code>above(triangle(30, "solid", "red"),square(30, "solid", "blue"))</code> | | | | |
| # beside | :: | (Image, Image) | -> | Image |
| <code>beside(star(50, "solid", "orange"),circle(50, "solid", "green"))</code> | | | | |