

## The Design Recipe

**Directions:** Write a function `minimum-wage`, that takes in a number of hours worked and returns the amount a worker will get paid at \$10.25/hr.

## Contract and Purpose Statement □

Every contract has three parts...

<i>function name</i>	<i>domain</i>	<i>range</i>
; minimum-wage :	Number	-> Number
; Takes in a number of hours, multiplies it by \$10.25 and returns that value		
<i>what does the function do?</i>		

Examples □

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

(EXAMPLE	<u>minimum-wage</u>	<u>0</u>	)	( * 0 10.25 )	)
	<i>function name</i>	<i>input(s)</i>		<i>what the function produces</i>	
(EXAMPLE	<u>minimum-wage</u>	<u>30</u>	)	( * 30 10.25 )	)
	<i>function name</i>	<i>input(s)</i>		<i>what the function produces</i>	

## Definition

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

```
(define (minimum-wage hours)
  (* hours 10.25))
```

**Directions :** Write a function `tip-calculator` that takes in the cost of a meal and returns the 15% tip for that meal.

## Contract and Purpose Statement □

Every contract has three parts...

<code>;tip-calculator:</code>	Number	->	Number
<i>function name</i>	<i>domain</i>		<i>range</i>
<code>; Takes in the cost of a meal, multiplies it by 0.15 and returns the value of the tip</code>			
	<i>what does the function do?</i>		

Examples □

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

(EXAMPLE <u>tip-calculator</u> <div style="text-align: center;"><i>function name</i></div>	<u>10</u> <div style="text-align: center;"><i>input(s)</i></div>	) (* 0.15 10) <div style="text-align: center;"><i>what the function produces</i></div>
(EXAMPLE <u>tip-calculator</u> <div style="text-align: center;"><i>function name</i></div>	<u>35</u> <div style="text-align: center;"><i>input(s)</i></div>	) (* 0.15 35) <div style="text-align: center;"><i>what the function produces</i></div>

## Definition

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

```
(define (tip-calculator cost)  
  function name      variable(s)  
  (* 0.15 cost)  
  what the function does with those variable(s))
```