

# Danger and Target Movement

**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.

## Contract and Purpose Statement

Every contract has three parts...

# `update-danger::` Number  $\rightarrow$  Number  
function name domain range

# Consumes an x-coordinate and returns a new x-coordinate

what does the function do?

## Examples

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

**examples:**

`update-danger` ( 160 ) **is** 160 - 50  
function name input(s) what the function produces

`update-danger` ( -85 ) **is** -85 - 50  
function name input(s) what the function produces

**end**

## Definition

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

**fun** `update-danger`( x ) :  
function name variable(s)  
x - 50  
what the function does with those variable(s)

**end**

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

## Contract and Purpose Statement

Every contract has three parts...

# `update-target::` Number  $\rightarrow$  Number  
function name domain range

# Consumes an x-coordinate and returns a new x-coordinate

what does the function do?

## Examples

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

**examples:**

`update-target` ( 130 ) **is** 130 + 50  
function name input(s) what the function produces

`update-target` ( -25 ) **is** -25 + 50  
function name input(s) what the function produces

**end**

## Definition

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

**fun** `update-target`( x ) :  
function name variable(s)  
x + 50  
what the function does with those variable(s)

**end**