

Contracts

Contracts tell us how to use a function. For example: `num-min :: (a :: Number, b :: Number) -> Number` tells us that the name of the function is `num-min` , it takes two inputs (both Numbers), and it evaluates to a `Number` . From the contract, we know `num-min (4, 6)` will evaluate to a `Number` . Use the blank line under each contract for notes or sample code for that function!

Name	Domain	Range
<code>triangle</code>	<code>:: (side-length :: Number, style :: String, color :: String)</code>	<code>-> Image</code>
<code>triangle(80, "solid", "darkgreen")</code>		
<code>circle</code>	<code>:: (radius :: Number, style :: String, color :: String)</code>	<code>-> Image</code>
<code>circle(30, "outline", "fuchsia")</code>		
<code>star</code>	<code>:: (radius :: Number, style :: String, color :: String)</code>	<code>-> Image</code>
<code>star(50, "solid", "teal")</code>		
<code>rectangle</code>	<code>:: (width :: Num, height :: Num, style :: Str, color :: Str)</code>	<code>-> Image</code>
<code>rectangle(20, 80, "solid", "gold")</code>		
<code>ellipse</code>	<code>:: (width :: Num, height :: Num, style :: Str, color :: Str)</code>	<code>-> Image</code>
<code>ellipse(30, 70, "outline", "lightblue")</code>		
<code>square</code>	<code>:: (size-length :: Number, style :: String, color :: String)</code>	<code>-> Image</code>
<code>square(10, "outline", "red")</code>		
<code>text</code>	<code>:: (str :: String, size :: Number, color :: String)</code>	<code>-> Image</code>
<code>text("I'm thankful for...", 50, "green")</code>		
<code>overlay</code>	<code>:: (img1 :: Image, img2 :: Image)</code>	<code>-> Image</code>
<code>overlay(star(30, "solid", "gold"),circle(30, "solid", "blue"))</code>		
<code>beside</code>	<code>:: (img1 :: Image, img2 :: Image)</code>	<code>-> Image</code>
<code>beside(star(50, "solid", "orange"),circle(50, "solid", "green"))</code>		
<code>above</code>	<code>:: (img1 :: Image, img2 :: Image)</code>	<code>-> Image</code>
<code>above(triangle(30, "solid", "red"),square(30, "solid", "blue"))</code>		
<code>put-image</code>	<code>:: (img1 :: Image, x :: Number, y :: Number, img2 :: Image)</code>	<code>-> Image</code>
<code>put-image(star(30, "solid", "red"), 50, 150, rectangle(300, 200, "outline", "black"))</code>		
<code>rotate</code>	<code>:: (degree :: Number, img :: Image)</code>	<code>-> Image</code>
<code>rotate(35, rectangle(30, 80, "solid", "purple"))</code>		
<code>scale</code>	<code>:: (factor :: Number, img :: Image)</code>	<code>-> Image</code>
<code>scale(0.8, triangle(30, "solid", "red"))</code>		