The Design Recipe

Directions: Define a function called `sticker`, which draws 50px stars in whatever color is input.

Contract and Purpose Statement

Every contract has three parts…

```
# sticker:: (r :: Row) -> Image
```
function name — *domain* — *range*

```
# Consumes a color and produces a solid, 50px star in that color
```
what does the function do?

Examples

Write some examples, then circle and label what changes…

examples:

```
sticker ("\"red\"") is star(50, "solid", "red")
```
function name — *input(s)* — *what the function produces*

```
sticker ("\"green\"") is star(50, "solid", "green")
```
function name — *input(s)* — *what the function produces*

end

Definition

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

```
fun sticker(color):
```
function name — *variable(s)*

```
  star(50, "solid", color)
```
what the function does with those variable(s)

end

Directions: Define a function called `nametag`, which consumes a `Row` of the animals table and draws their name in purple, 10px letters. (Assume you have rows `animalA` and `animalB` defined.)

Contract and Purpose Statement

Every contract has three parts…

```
# nametag:: (r :: Row) -> Image
```
function name — *domain* — *range*

```
# Consumes an animal, and produces that animal's name in purple, 10px letters.
```
what does the function do?

Examples

Write some examples, then circle and label what changes…

examples:

```
nametag ("animalA") is text(animalA["name"], 10, "purple")
```
function name — *input(s)* — *what the function produces*

```
nametag ("animalB") is text(animalB["name"], 10, "purple")
```
function name — *input(s)* — *what the function produces*

end

Definition

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

```
fun nametag(r):
```
function name — *variable(s)*

```
  text(r["name"], 10, "purple")
```
what the function does with those variable(s)

end