

Word Problem: update-player

Directions : The player moves up and down by 20 pixels each time. Write a function called `update-player` , which takes in the player's y-coordinate and the name of the key pressed ("up" or "down"), and returns the new y-coordinate.

Contract and Purpose Statement

Every contract has three parts...

; update-player : Number String -> Number
function name *domain* *range*

; Produce new y-coordinate depending on key pressed
what does the function do?

Examples

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

(EXAMPLE (update-player 320 "up") (+ 320 20))
function name *input(s)* *what the function produces*

(EXAMPLE (update-player 100 "up") (+ 100 20))
function name *input(s)* *what the function produces*

(EXAMPLE (update-player 320 "down") (- 320 20))
function name *input(s)* *what the function produces*

(EXAMPLE (update-player 100 "down") (- 100 20))
function name *input(s)* *what the function produces*

Definition

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

(define (update-player y key)
function name *variable(s)*

(cond
 [(string=? "up" key) (+ y 20)]
 [(string=? "down" key) (- y 20)]
 [else y]
))
what the function does with those variable(s)