

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
```