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…

\# _____ :: _____ -> _____
function name *domain* *range*

\# _____
what does the function do?

Examples

Write some examples, then circle and label what changes…

examples:

_____ (_____) **is** _____
function name *input(s)* *what the function produces*

_____ (_____) **is** _____
function name *input(s)* *what the function produces*

_____ (_____) **is** _____
function name *input(s)* *what the function produces*

_____ (_____) **is** _____
function name *input(s)* *what the function produces*

end

Definition

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

fun _____ (_____):
function name *variable(s)*

ask:

| _____ **then:** _____

| _____ **then:** _____

| otherwise: _____

end

end