# 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)*