

# 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...

|  |
|--|
| ( EXAMPLE ( _____ ) _____ )  |
| <i>function name</i> <i>input(s)</i> <i>what the function produces</i> |
| ( EXAMPLE ( _____ ) _____ )  |
| <i>function name</i> <i>input(s)</i> <i>what the function produces</i> |
| ( EXAMPLE ( _____ ) _____ )  |
| <i>function name</i> <i>input(s)</i> <i>what the function produces</i> |
| ( EXAMPLE ( _____ ) _____ )  |
| <i>function name</i> <i>input(s)</i> <i>what the function produces</i> |

## Definition

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

(define ( \_\_\_\_\_ )

    ( \_\_\_\_\_

        [ \_\_\_\_\_ ]

        [ \_\_\_\_\_ ]

        [ \_\_\_\_\_ ]

    ) )

*what the function does with those variable(s)*