

# Danger and Target Movement

**Directions :** Use the Design Recipe to write a function `update-danger` , which takes in the danger's x-coordinate and produces the next x-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
```

**end**

## Definition

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

```
fun _____ ( _____ ) :  
    function name      variable(s)  
  
    _____  
    what the function does with those variable(s)
```

**end**

**Directions :** Use the Design Recipe to write a function `update-target` , which takes in the danger's x-coordinate and produces the next x-coordinate.

## Contract and Purpose Statement

Every contract has three parts...

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    function name          domain          range  
  
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