The Design Recipe

Directions: Write a function `minimum-wage`, that takes in a number of hours worked and returns the amount a worker will get paid at $10.25/hr.

Contract and Purpose Statement

Every contract has three parts...

```
# minimum-wage:: Number -> Number
```
function name *domain* *range*

```
# Takes in a number of hours, multiplies it by $10.25 and returns that value
```
what does the function do?

Examples

Write some examples, then circle and label what changes...

examples:

```
minimum-wage ( 0 ) is 0 * 10.25
```
function name *input(s)* *what the function produces*

```
minimum-wage ( 30 ) is 30 * 10.25
```
function name *input(s)* *what the function produces*

end

Definition

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

```
fun minimum-wage( hours ):
```
function name *variable(s)*

```
  hours * 10.25
```
what the function does with those variable(s)

end

Directions: Write a function `tip-calculator` that takes in the cost of a meal and returns the 15% tip for that meal.

Contract and Purpose Statement

Every contract has three parts...

```
# tip-calculator:: Number -> Number
```
function name *domain* *range*

```
# Takes in the cost of a meal, multiplies it by 0.15 and returns the value of the tip
```
what does the function do?

Examples

Write some examples, then circle and label what changes...

examples:

```
tip-calculator ( 10 ) is 0.15 * 10
```
function name *input(s)* *what the function produces*

```
tip-calculator ( 35 ) is 0.15 * 35
```
function name *input(s)* *what the function produces*

end

Definition

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

```
fun tip-calculator( cost ):
```
function name *variable(s)*

```
  0.15 * cost
```
what the function does with those variable(s)

end