The Design Recipe

Directions: Getting a gym membership costs $150, and then there's a $45/month fee after that. Write a function `globo-gym` that takes in a number of months and produces the cost of a membership for that many months.

Contract and Purpose Statement

Every contract has three parts...

; `globo-gym` :   Number   ->   Number
  function name   *domain*   *range*

; Takes in a number of months and multiplies it by $45 and adds $150 and returns that value
  what does the function do?

Examples

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

(EXAMPLE (`globo-gym`   0   ) `(+ 150 (* 0 45))`   )
          function name   *input(s)*   *what the function produces*

(EXAMPLE (`globo-gym`   3   ) `(+ 150 (* 3 45))`   )
          function name   *input(s)*   *what the function produces*

Definition

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

(define (`globo-gym`   `months`   )
         function name   *variable(s)*

  `(+ 150 (* months 45))`   )
  what the function does with those variable(s)

Directions: The cost of a ride is a starting price of $2.50, plus $1.50/mile. Write a function `rideshare`, that takes in a number of miles and produces the cost of that right.

Contract and Purpose Statement

Every contract has three parts...

; `rideshare` :   Number   ->   Number
  function name   *domain*   *range*

; Takes in a number of of miles, multiplies it be 1.50 and then adds it to 2.50
  what does the function do?

Examples

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

(EXAMPLE (`rideshare`   0   ) `(+ 2.5 (* 0 1.5))`   )
          function name   *input(s)*   *what the function produces*

(EXAMPLE (`rideshare`   3   ) `(+ 2.5 (* 3 1.5))`   )
          function name   *input(s)*   *what the function produces*

Definition

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

(define (`rideshare`   `miles`   )
         function name   *variable(s)*

  `(+ 2.5 (* miles 1.5))`   )
  what the function does with those variable(s)