Contracts

Contracts tell us how to use a function. e.g. `ellipse : Number, Number, String, String -> Image` tells us that the name of the function is `ellipse`, and that it takes four inputs (two Numbers and two Strings). From the contract, we know `(ellipse 100 50 "outline" "red")` will evaluate to an Image.

Name		Domain		Range
; `+`	:	`Number Number`	->	`Number`
`(+ 3 2)`				
; `-`	:	`Number Number`	->	`Number`
`(- 5 3)`				
; `*`	:	`Number Number`	->	`Number`
`(* 2 4)`				
; `/`	:	`Number Number`	->	`Number`
`(/ 8 2)`				
; `sqr`	:	`Number`	->	`Number`
`(sqr 5)`				
; `sqrt`	:	`Number`	->	`Number`
`(sqrt 25)`				
; `star`	:	`Number String String`	->	`Image`
`(star 50 "solid" "teal")`				
; `circle`	:	`Number String String`	->	`Image`
`(circle 45 "outline" "darkgreen")`				
; `triangle`	:	`Number String Sting`	->	`Image`
`(triangle 80 "solid" "fuchsia")`				
; `square`	:	`Number String String`	->	`Image`
`(square 70 "outline" "lightblue")`				