

Contracts

Contracts tell us how to use a function. For example: `num-min :: (a :: Number, b :: Number) -> Number` tells us that the name of the function is `num-min` , it takes two inputs (both Numbers), and it evaluates to a `Number` . From the contract, we know `num-min (4, 6)` will evaluate to a `Number` . Use the blank line under each contract for notes or sample code for that function!

Name	Domain	Range
triangle	<code>:: (side-length :: Number, style :: String, color :: String)</code>	<code>-> Image</code>
circle	<code>:: (radius :: Number, style :: String, color :: String)</code>	<code>-> Image</code>
star	<code>:: (radius :: Number, style :: String, color :: String)</code>	<code>-> Image</code>
rectangle	<code>:: (width :: Num, height :: Num, style :: Str, color :: Str)</code>	<code>-> Image</code>
ellipse	<code>:: (width :: Num, height :: Num, style :: Str, color :: Str)</code>	<code>-> Image</code>
square	<code>:: (size-length :: Number, style :: String, color :: String)</code>	<code>-> Image</code>
text	<code>:: (str :: String, size :: Number, color :: String)</code>	<code>-> Image</code>
overlay	<code>:: (img1 :: Image, img2 :: Image)</code>	<code>-> Image</code>
beside	<code>:: (img1 :: Image, img2 :: Image)</code>	<code>-> Image</code>
above	<code>:: (img1 :: Image, img2 :: Image)</code>	<code>-> Image</code>
put-image	<code>:: (img1 :: Image, x :: Number, y :: Number, img2 :: Image)</code>	<code>-> Image</code>
rotate	<code>:: (degree :: Number, img :: Image)</code>	<code>-> Image</code>
scale	<code>:: (factor :: Number, img :: Image)</code>	<code>-> Image</code>