

What's Wrong with these Recipes? 7

Directions : Write a function that takes the target's x-coordinate and makes a player leap by returning an x-coordinate that is double the original x-coordinate.

Contract and Purpose Statement

Every contract has three parts...

target-leap:: Number -> Number
function name *domain* *range*

Takes the x-coordinate and returns a new one, multiplied by 2.

what does the function do?

Examples

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

examples:

target-leap (100) is 200
function name *input(s)* *what the function produces*

target-leap (40) is 200
function name *input(s)* *what the function produces*

end

Definition

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

fun leap(x-coor):
function name *variable(s)*

x * 5
what the function does with those variable(s)

end