

# The Design Recipe

For the word problems below, assume you have `animalA` and `animalB` defined in your code.

**Directions:** Define a function called `is-dog`, which consumes a `Row` of the `animals` table and *computes* whether the animal is a dog.

## Contract and Purpose Statement

Every contract has three parts...

# is-dog:: ( r :: Row ) -> Boolean  
function name domain range

# Consumes an animal, and computes whether the species == "dog"

what does the function do?

## Examples

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

**examples:**

is-dog ( "animalA" ) is animalA["species"] == "dog"  
function name input(s) what the function produces  
is-dog ( "animalB" ) is animalB["species"] == "dog"  
function name input(s) what the function produces

**end**

## Definition

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

**fun** is-dog( r ):  
function name variable(s)  
r["species"] == "dog"  
what the function does with those variable(s)

**end**

**Directions:** Define a function called `is-female`, which consumes a `Row` of the `animals` table and returns true if the animal is female.

## Contract and Purpose Statement

Every contract has three parts...

# is-female:: ( r :: Row ) -> Boolean  
function name domain range

# Consumes an animal, and computes whether it's female

what does the function do?

## Examples

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

**examples:**

is-female ( "animalA" ) is animalA["sex"] == "female"  
function name input(s) what the function produces  
is-female ( "animalB" ) is animalB["sex"] == "female"  
function name input(s) what the function produces

**end**

## Definition

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

**fun** is-female( r ):  
function name variable(s)  
r["sex"] == "female"  
what the function does with those variable(s)

**end**