

# The Design Recipe

**Directions :** Write a function `marquee` that takes in a message and returns that message in large gold letters.

## Contract and Purpose Statement

Every contract has three parts...

`; marquee` : `String` -> `Image`  
function name domain range

`; Takes in a message and returns an image of it in large gold letters`

what does the function do?

## Examples

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

(EXAMPLE (`marquee` `"Hooray!"`) (`text "Hooray!" 70 "gold"`))  
function name input(s) what the function produces

(EXAMPLE (`marquee` `"Marquee works"`) (`text "Marquee works" 70 "gold"`))  
function name input(s) what the function produces

## Definition

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

(define (`marquee` `message`)  
function name variable(s)  
`(text message 70 "gold")`  
what the function does with those variable(s))

**Directions :** Write a function `circle-area` that takes in a radius and returns the area of the circle.

## Contract and Purpose Statement

Every contract has three parts...

`; circle-area` : `Number` -> `Number`  
function name domain range

`; Takes in the radius, squares it, multiplies it by pi and returns the area`

what does the function do?

## Examples

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

(EXAMPLE (`circle-area` `1`) (`* 3.14 (sqr 1)`))  
function name input(s) what the function produces

(EXAMPLE (`circle-area` `3`) (`* 3.14 (sqr 3)`))  
function name input(s) what the function produces

## Definition

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

(define (`circle-area` `radius`)  
function name variable(s)  
`(* 3.14 (sqr radius))`  
what the function does with those variable(s))