

# 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**