

# Word Problem: update-player

**Directions :** The player moves up and down by 20 pixels each time. Write a function called `update-player` , which takes in the player's y-coordinate and the name of the key pressed ("up" or "down"), and returns the new y-coordinate.

## Contract and Purpose Statement

Every contract has three parts...

# \_\_\_\_\_ :: \_\_\_\_\_ -> \_\_\_\_\_  
*function name* *domain* *range*

# \_\_\_\_\_  
*what does the function do?*

## Examples

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

**examples:**

\_\_\_\_\_ ( \_\_\_\_\_ ) **is** \_\_\_\_\_  
*function name* *input(s)* *what the function produces*

\_\_\_\_\_ ( \_\_\_\_\_ ) **is** \_\_\_\_\_  
*function name* *input(s)* *what the function produces*

\_\_\_\_\_ ( \_\_\_\_\_ ) **is** \_\_\_\_\_  
*function name* *input(s)* *what the function produces*

\_\_\_\_\_ ( \_\_\_\_\_ ) **is** \_\_\_\_\_  
*function name* *input(s)* *what the function produces*

**end**

## Definition

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

**fun** \_\_\_\_\_ ( \_\_\_\_\_ ) :  
*function name* *variable(s)*

**ask :**

| \_\_\_\_\_ **then:** \_\_\_\_\_

| \_\_\_\_\_ **then:** \_\_\_\_\_

| **otherwise:** \_\_\_\_\_

**end**

**end**