

Contracts

Contracts tell us how to use a function. e.g. `ellipse : Number, Number, String, String -> Image` tells us that the name of the function is `ellipse`, and that it takes four inputs (two Numbers and two Strings). From the contract, we know `(ellipse 100 50 "outline" "fuchsia")` will evaluate to an Image.

Name		Domain		Range
<code>; rectangle</code>	<code>:</code>	<code>Number Number String String</code>	<code>-></code>	<code>Image</code>
<code>(rectangle 20 80 "solid" "gold")</code>				
<code>; ellipse</code>	<code>:</code>	<code>Number Number String String</code>	<code>-></code>	<code>Image</code>
<code>(ellipse 70 30 "outline" "red")</code>				
<code>; radial-star</code>	<code>:</code>	<code>Number Number Number String String</code>	<code>-></code>	<code>Image</code>
<code>(radial-star 17 50 10 "solid" "orange")</code>				
<code>; regular-polygon</code>	<code>:</code>	<code>Number Number String String</code>	<code>-></code>	<code>Image</code>
<code>(regular-polygon 40 8 "solid" "red")</code>				
<code>; text</code>	<code>:</code>	<code>String Number String</code>	<code>-></code>	<code>Image</code>
<code>(text "I'm thankful for..." 50 "brown")</code>				
<code>; bitmap/url</code>	<code>:</code>	<code>String</code>	<code>-></code>	<code>Image</code>
<code>(bitmap/url "https://www.bootstrapworld.org/images/icon.png")</code>				
<code>; scale</code>	<code>:</code>	<code>Number Image</code>	<code>-></code>	<code>Image</code>
<code>(scale .8 (triangle 30 "solid" "red"))</code>				
<code>; rotate</code>	<code>:</code>	<code>Number Image</code>	<code>-></code>	<code>Image</code>
<code>(rotate 35 (rectangle 30 80 "solid" "orange"))</code>				
<code>; overlay</code>	<code>:</code>	<code>Image Image</code>	<code>-></code>	<code>Image</code>
<code>(overlay (star 30 "solid" "gold") (circle 30 "solid" "blue"))</code>				
<code>; put-image</code>	<code>:</code>	<code>Image Number Number Image</code>	<code>-></code>	<code>Image</code>
<code>(put-image (star 30 "solid" "red") 50 150 (rectangle 300 200 "outline" "black"))</code>				