

# The Design Recipe

**Directions:** Define a function called `sticker`, which draws 50px stars in whatever color is input.

## 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
```

**end**

## Definition

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

```
fun _____ ( _____ ) :  
  function name      variable(s)  
  
  _____  
                        what the function does with those variable(s)
```

**end**

**Directions:** Define a function called `nametag`, which consumes a `Row` of the `animals` table and draws their name in purple, 10px letters. (Assume you have rows `animalA` and `animalB` defined.)

## Contract and Purpose Statement

Every contract has three parts...

```
# _____ nametag:: ( r :: Row ) -> Image  
      function name           domain           range  
  
# Consumes an animal, and produces that animal's name in purple, 10px letters.  
  _____  
                        what does the function do?
```

## Examples

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

**examples:**

```
_____ nametag ( "animalA" ) 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 _____ nametag( r ) :  
  function name      variable(s)  
  
  text(r["name"], 10, "purple")  
                        what the function does with those variable(s)
```

**end**