The Design Recipe

Directions: A dot is a solid circle of radius 50. Define a function called `dot`, which makes dots of any color it is given

Contract and Purpose Statement

Every contract has three parts…

```
# dot:: (color :: String) -> Image
```

function name | *domain* | *range*

```
# Consumes a color, and produces a solid, 50px-radius circle of that color.
```

what does the function do?

Examples

Write some examples, then circle and label what changes…

examples:

```
dot ("\"red\"") is circle(50, "solid", "red")
dot ("\"blue\"") is circle(50, "solid", "blue")
```

function name | *input(s)* | *what the function produces*

end

Definition

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

```
fun dot(color):
  circle(50, "solid", color)
end
```

function name | *variable(s)* | *what the function does with those variable(s)*

Directions: A gym membership costs $25/month, with a one-time $75 signing fee. Define a function `membership` that computes the total cost of a membership for a given number of months.

Contract and Purpose Statement

Every contract has three parts…

```
# membership:: (months :: Number) -> Number
```

function name | *domain* | *range*

```
# Consumes a number of months, and produces the total cost of a membership given a signing fee of $75
  and $25/month.
```

what does the function do?

Examples

Write some examples, then circle and label what changes…

examples:

```
membership ("5") is (5 * 25) + 75
membership ("16") is (16 * 25) + 75
```

function name | *input(s)* | *what the function produces*

end

Definition

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

```
fun membership(months):
  (months * 25) + 75
end
```

function name | *variable(s)* | *what the function does with those variable(s)*