

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" "red")` will evaluate to an Image.

Name		Domain		Range
<code>; +</code>	<code>:</code>	<code>Number Number</code>	<code>-></code>	<code>Number</code>
<code>(+ 3 2)</code>				
<code>; -</code>	<code>:</code>	<code>Number Number</code>	<code>-></code>	<code>Number</code>
<code>(- 5 3)</code>				
<code>; *</code>	<code>:</code>	<code>Number Number</code>	<code>-></code>	<code>Number</code>
<code>(* 2 4)</code>				
<code>; /</code>	<code>:</code>	<code>Number Number</code>	<code>-></code>	<code>Number</code>
<code>(/ 8 2)</code>				
<code>; sqr</code>	<code>:</code>	<code>Number</code>	<code>-></code>	<code>Number</code>
<code>(sqr 5)</code>				
<code>; sqrt</code>	<code>:</code>	<code>Number</code>	<code>-></code>	<code>Number</code>
<code>(sqrt 25)</code>				
<code>; star</code>	<code>:</code>	<code>Number String String</code>	<code>-></code>	<code>Image</code>
<code>(star 50 "solid" "teal")</code>				
<code>; circle</code>	<code>:</code>	<code>Number String String</code>	<code>-></code>	<code>Image</code>
<code>(circle 45 "outline" "darkgreen")</code>				
<code>; triangle</code>	<code>:</code>	<code>Number String Sting</code>	<code>-></code>	<code>Image</code>
<code>(triangle 80 "solid" "fuchsia")</code>				
<code>; square</code>	<code>:</code>	<code>Number String String</code>	<code>-></code>	<code>Image</code>
<code>(square 70 "outline" "lightblue")</code>				