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...

update-player::   Number, String   ->   Number
    function name   *domain*   *range*

Produce new y-coordinate depending on key pressed
                      what does the function do?

Examples

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

examples:

update-player (320, "up"   ) **is** 320 + 20
  function name   *input(s)*   *what the function produces*

update-player (100, "up"   ) **is** 100 + 20
  function name   *input(s)*   *what the function produces*

update-player (320, "down"   ) **is** 320 - 20
  function name   *input(s)*   *what the function produces*

update-player (100, "down"   ) **is** 100 - 20
  function name   *input(s)*   *what the function produces*

end

Definition

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

fun update-player(y, key   ):
     function name   *variable(s)*

  ask:

  | key == "up"   **then:** y + 20

  | key == "down"   **then:** y - 20

  | **otherwise:**   y

  end

end