

The Design Recipe

Directions: Write a function `minimum-wage`, that takes in a number of hours worked and returns the amount a worker will get paid at \$10.25/hr.

Contract and Purpose Statement

Every contract has three parts...

#	minimum-wage::	Number	->	Number
	<i>function name</i>	<i>domain</i>		<i>range</i>

Takes in a number of hours, multiplies it by \$10.25 and returns that value

what does the function do?

Examples

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

examples:

<code>minimum-wage</code>	<code>(0)</code>	<code>is 0 * 10.25</code>
<i>function name</i>	<i>input(s)</i>	<i>what the function produces</i>

<code>minimum-wage</code>	<code>(30)</code>	<code>is 30 * 10.25</code>
<i>function name</i>	<i>input(s)</i>	<i>what the function produces</i>

end

Definition

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

```
fun minimum-wage( hours ):
```

function name *variable(s)*

hours * 10.25

what the function does with those variable(s)

end

Directions: Write a function `tip-calculator` that takes in the cost of a meal and returns the 15% tip for that meal.

Contract and Purpose Statement

Every contract has three parts...

# tip-calculator::	Number	->	Number
<i>function name</i>	<i>domain</i>		<i>range</i>

what does the function do?

Examples

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

examples:

<code>tip-calculator</code>	<code>(10)</code>	<code>is</code>	<code>0.15 * 10</code>
<i>function name</i>	<i>input(s)</i>		<i>what the function produces</i>

<u>tip-calculator</u>	<u>(35)</u>	<u>is</u>	<u>0.15 * 35</u>
<i>function name</i>	<i>input(s)</i>		<i>what the function produces</i>

end

Definition

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

```
fun tip-calculator( cost ):
```

<code>0.15 * cost</code>	<i>what the function does with those variable(s)</i>
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end