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 "solid" "darkgreen") will evaluate to an Image.

Name		Domain		Range
; and	:	Boolean Boolean	->	Boolean
(and (<= 3 2) (>= 3 2))				
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