

Contracts

Contracts tell us how to use a function. For example: `ellipse : Number, Number, 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	
;	:			-	>
;					
;	:			-	>
;					
;	:			-	>
;					
;	:			-	>
;					
;	:			-	>
;					
;	:			-	>
;					
;	:			-	>
;					