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

Name		Domain	Range	
`; rectangle`	`:`	`Number Number String String`	`->`	`Image`
`(rectangle 20 80 "solid" "gold")`				
`; ellipse`	`:`	`Number Number String String`	`->`	`Image`
`(ellipse 70 30 "outline" "red")`				
`; radial-star`	`:`	`Number Number Number String String`	`->`	`Image`
`(radial-star 17 50 10 "solid" "orange")`				
`; regular-polygon`	`:`	`Number Number String String`	`->`	`Image`
`(regular-polygon 40 8 "solid" "red")`				
`; text`	`:`	`String Number String`	`->`	`Image`
`(text "I'm thankful for..." 50 "brown")`				
`; bitmap/url`	`:`	`String`	`->`	`Image`
`(bitmap/url "https://www.bootstrapworld.org/images/icon.png")`				
`; scale`	`:`	`Number Image`	`->`	`Image`
`(scale .8 (triangle 30 "solid" "red"))`				
`; rotate`	`:`	`Number Image`	`->`	`Image`
`(rotate 35 (rectangle 30 80 "solid" "orange"))`				
`; overlay`	`:`	`Image Image`	`->`	`Image`
`(overlay (star 30 "solid" "gold") (circle 30 "solid" "blue"))`				
`; put-image`	`:`	`Image Number Number Image`	`->`	`Image`
`(put-image (star 30 "solid" "red") 50 150 (rectangle 300 200 "outline" "black"))`				