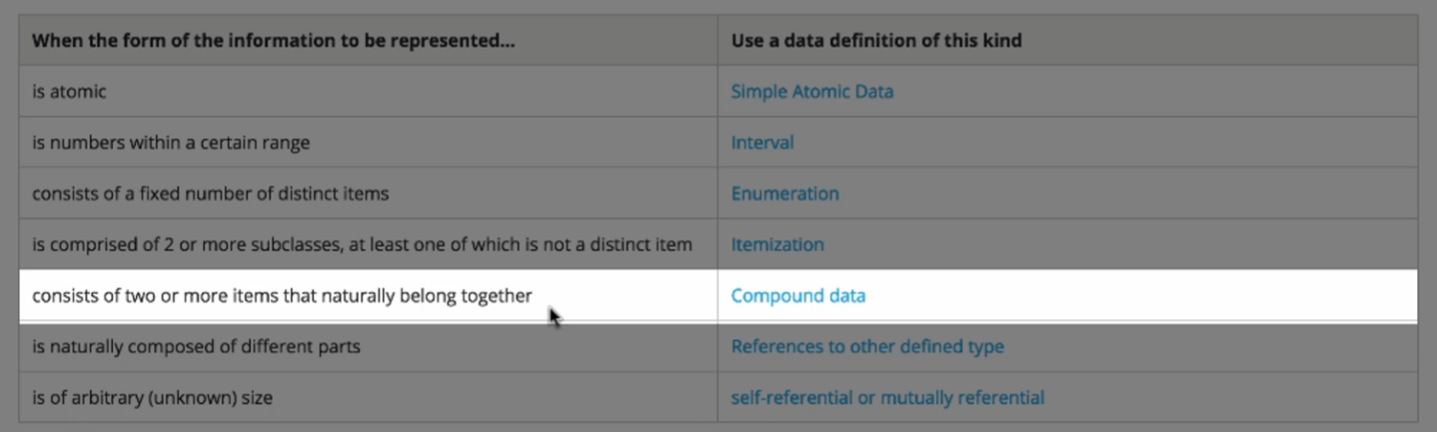
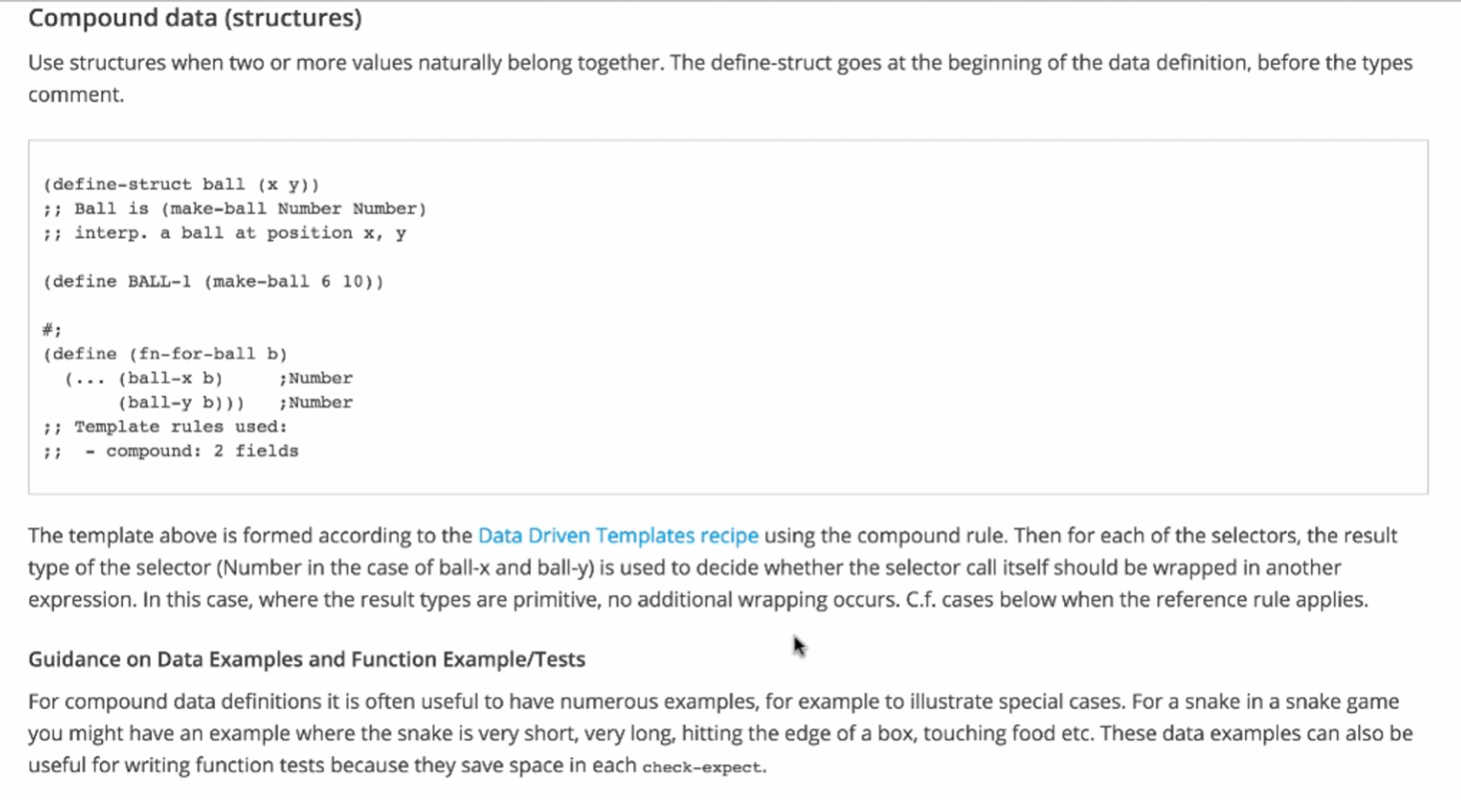


* This is the signal that you decide to have compound data definition

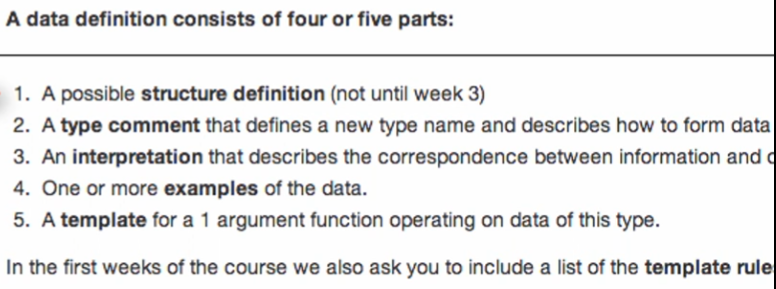
Go to design recipe ->



-> Compound data (structures)



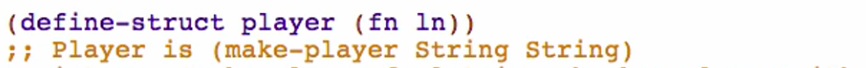
Compound Data



**Structure definition**

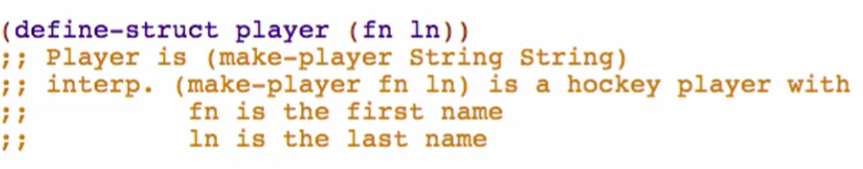


**Type comment**

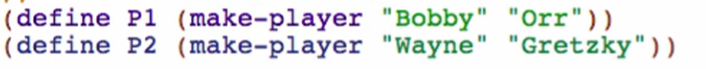


* Something is a player if it is a make-player and the first field/arg is a string, and the second field/arg is a string

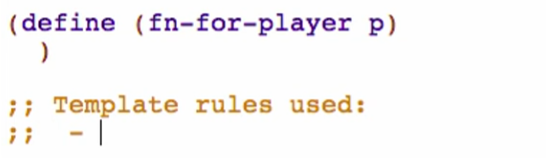
**Interpretation**

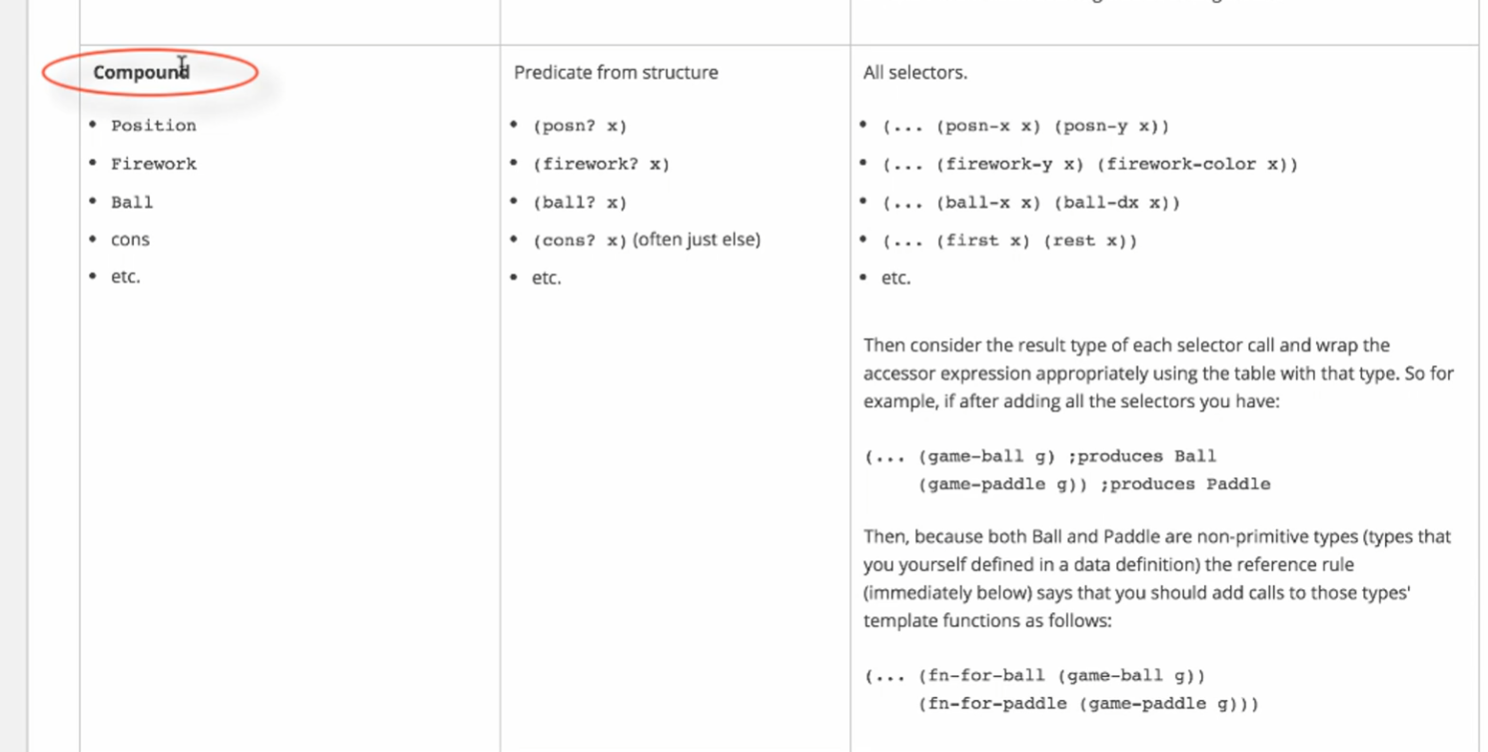
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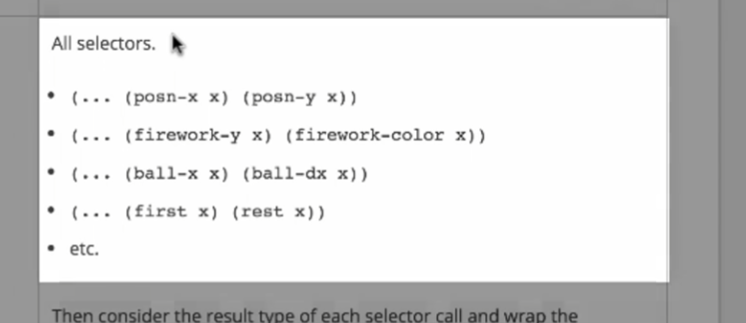
**Examples**

****

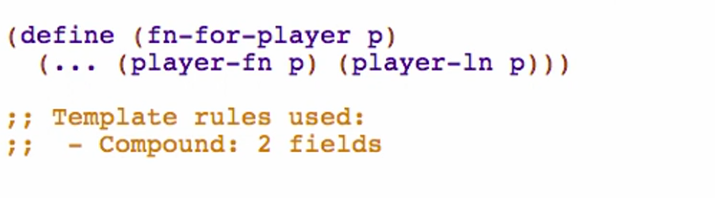
**Template**

****

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Going back to Racket:



Check design recipe & consider the result type of each selector

