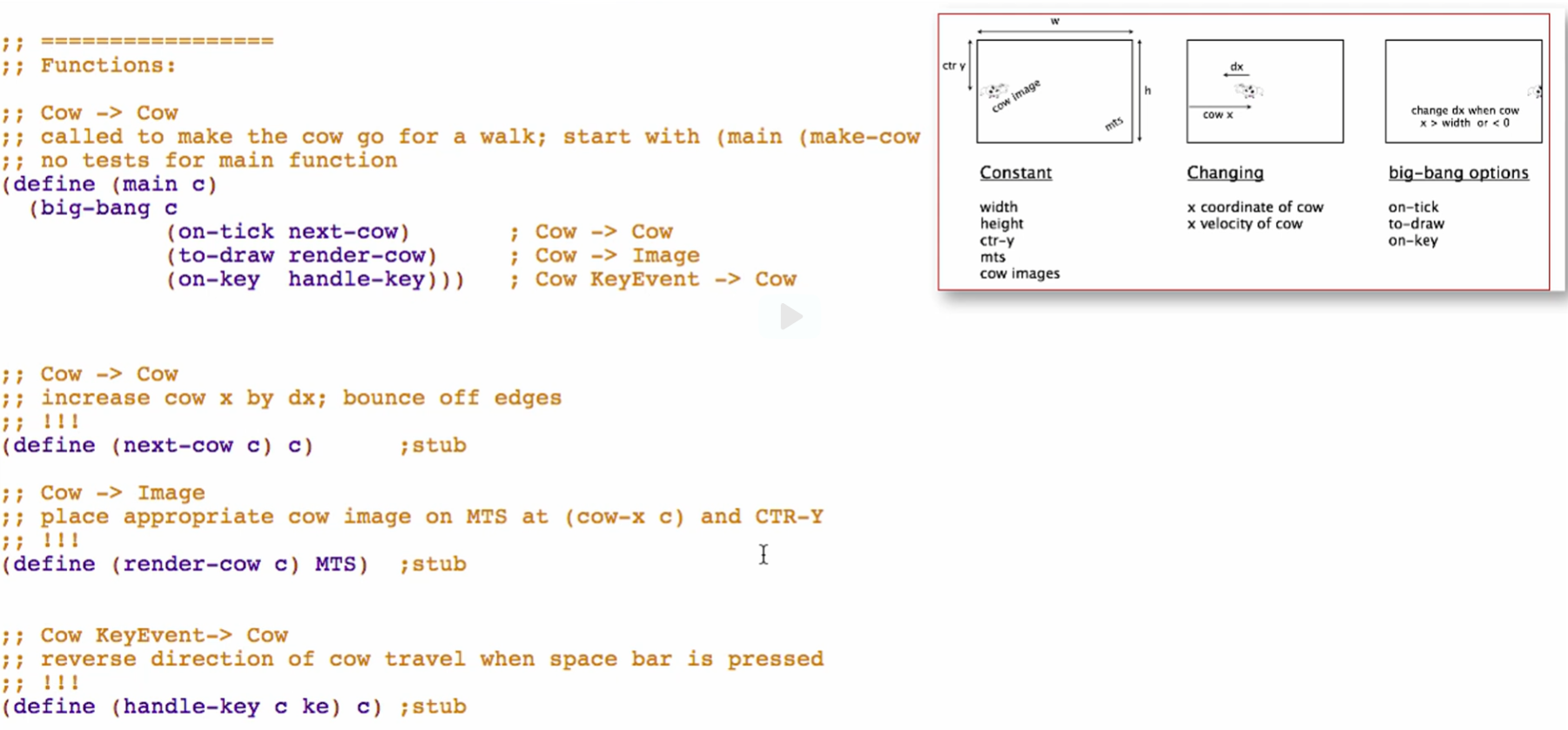
Part 3:

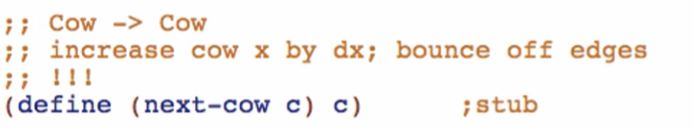
Functions: World (Big-bang options)



Working through the wish lists

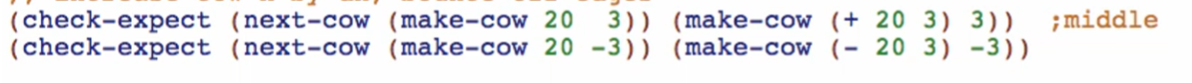
1. next-cow

**Signature, purpose, and stub**

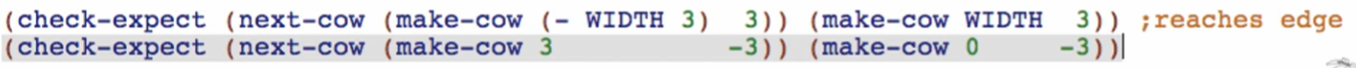


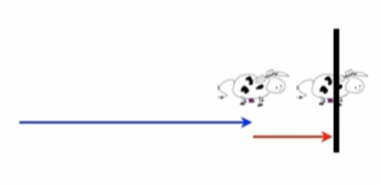
**Examples**

Middle cases:

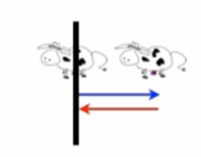


Before edge cases:



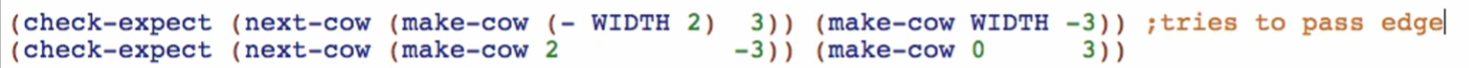


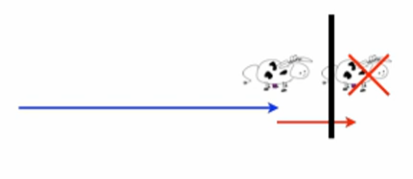






At the edge (bouncing off)



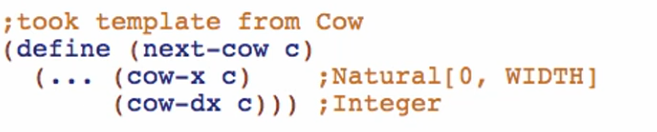




Check if well formed

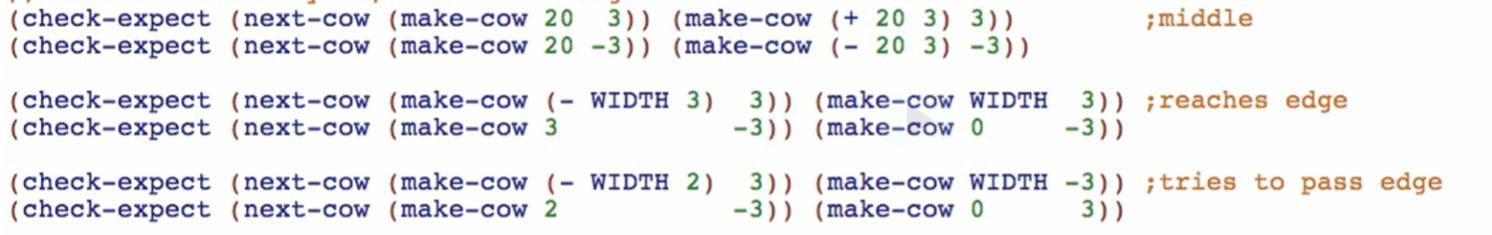
**Template**

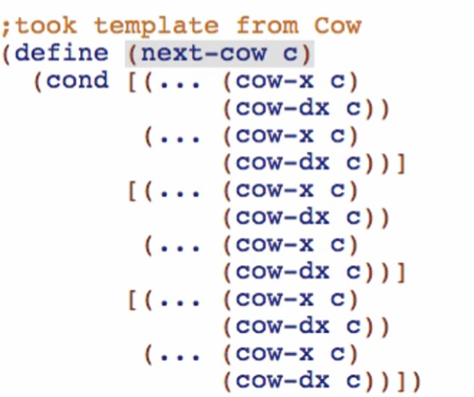
Rename function



3 case cond:

* middle & reaches edge (normal) (1 cond)
* tries to pass edge (change direction)
  + left edge (1 cond)
  + right edge (1 cond)

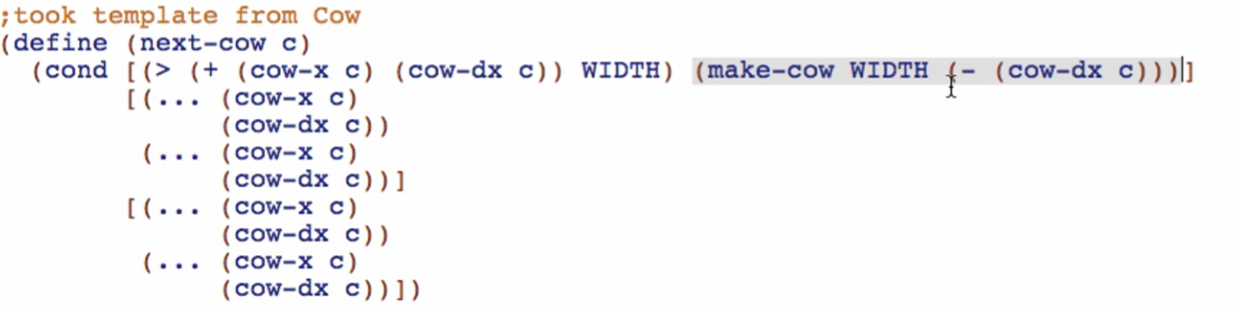




**Code body**

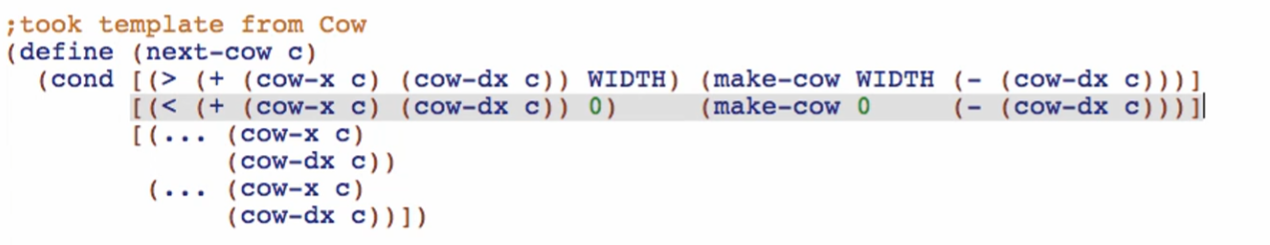
First condition (tries to pass right edge): change velocity when cow’s position is > width

* start position again at WIDTH
* negate velocity

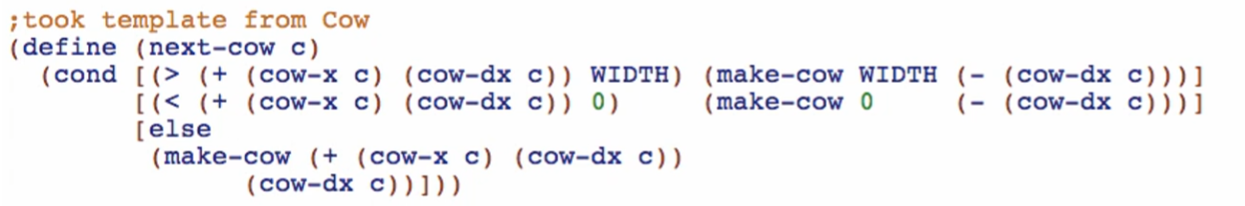


Second condition (tries to pass left edge): change velocity when cow’s position is < 0

* start position again at 0
* negate velocity



Third condition (normal): no changing of velocity



Check if passing