```
(define WIDTH 100)
(define HEIGHT 100)
(define -HEIGHT -100)
(define MIDDLE (/ WIDTH 2))
(define MTSCN (empty-scene WIDTH HEIGHT))

(define ROCKET 🚀  )
(define ROCKET-CENTER-TO-BOTTOM-DISTANCE
  (- HEIGHT (/ (image-height ROCKET) 2)))

(define (create-rocket-scene-v8 height)
  (place-image
    ROCKET ;image
    MIDDLE ;x
    (if (<= (HeightOfTheRocket height) ;y
            ROCKET-CENTER-TO-BOTTOM-DISTANCE) ;if
          (HeightOfTheRocket height)        ;then
      ROCKET-CENTER-TO-BOTTOM-DISTANCE)    ;else
    MTSCN) ;scene
)
(define (bounds height)(if (= (modulo (quotient height HEIGHT) 2) 0)
                           (modulo height HEIGHT)     ;then
                           (modulo (+ height 1) -HEIGHT))) ;else
(define (HeightOfTheRocket height)(abs (bounds height)))

(animate create-rocket-scene-v8)
```