

# Data worksheet—structure type

14 Oct 2010

*Describe the data:*

```
; LightningBug is a structure containing:
   STRUCTURE TYPE

; - posx ( XCoord of the pet )
   PART 1 NAME      PART 1 TYPE, INTERPRETATION
                        Direction the pet
; - dir ( moving toward )
   PART 2 NAME      PART 2 TYPE, INTERPRETATION

; -                      (                      )
   PART 3 NAME      PART 3 TYPE, INTERPRETATION

...

```

```
(define-struct lbug
  STRUCTURE TYPE

  ( posx dir                      ... ) )
   PART 1 NAME PART 2 NAME PART 3 NAME

```

; Examples:

```
(define lbug-left ; Moving toward left
  EXAMPLE NAME      DESCRIPTION/EXPLANATION

  (make- lbug 100 "left"                      ... ) )
        STRUCTURE TYPE VALUE 1 VALUE 2 VALUE 3

(define lbug-right ; Moving toward right
  EXAMPLE NAME      DESCRIPTION/EXPLANATION

  (make- lbug 100 "right"                      ... ) )
        STRUCTURE TYPE VALUE 1 VALUE 2 VALUE 3

(define lbug-hitting ; Hitting to the wall in the left
  EXAMPLE NAME      DESCRIPTION/EXPLANATION

  (make- lbug 0 "left"                      ... ) )
        STRUCTURE TYPE VALUE 1 VALUE 2 VALUE 3

```