World worksheet

4 Oct 2010

```
; turtle-tick : turtle → turtle
; calculates the state following the given state if only time passes

(define ( turtle-tick current )
        current )   ; stub, state is unchanged


; _____ : _____ KeyEvent → _____
; calculates the state following the given state if given key is pressed

(define ( _____ current key )
        current )   ; stub, state is unchanged


; turtle-render : turtle → image
; constructs an image representing the given state

(define ( turtle-render current )
        (text current 40 "red") )   ; stub, renders as text


(define ( main init-val )
        (big-bang init-val

                (on-tick turtle-tick )

                (on-key _____ )

                (to-draw turtle-render) ) )

(main turtle-init )
```

TICK FUNCTION NAME: turtle-tick
STATE TYPE: turtle
STATE TYPE: turtle
KEY FUNCTION NAME: _____
STATE TYPE: _____
STATE TYPE: _____
KEY FUNCTION NAME: _____
RENDER FUNCTION NAME: turtle-render
STATE TYPE: turtle
TICK FUNCTION NAME: turtle-tick
KEY FUNCTION NAME: _____
RENDER FUNCTION NAME: turtle-render
INITIAL STATE: turtle-init