World worksheet

4 Oct 2010

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

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


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

(define ( dog-key current key )
        current )   ; stub, state is unchanged


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

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


(define ( main init-val )
        (big-bang init-val
                (on-tick dog-tick )
                (on-key dog-key )
                (to-draw dog-render ) ) )

(main dog-init )
```