

Deriving Data Structures

Fill in the data structure based on the given instances and dot-accessors

A Room is a color, length, width, has-window, and wall-art

data Room:

| room (color :: String,
length :: Number,
width :: Number,
has-window :: Boolean,
wall-art :: Image)

end

To make instances of this structure, I would write:

bedroom = room("blue", 14, 15, true, triangle(10, "solid", "green"))

kitchen = room("white", 10, 11, false, circle(30, "outline", "red"))

To access the fields of **kitchen**, I would write:

kitchen.color

kitchen.length

kitchen.width

kitchen.has-window

kitchen.wall-art