Moving an Object

Below is a data definition and multiple next-state-tick functions for a PositionState. Select which of the next-state-tick functions will have the following effects on the animation:

The object stays in the same position B

The object moves diagonally, down and to the right C

The object moves diagonally, up and to the left E

The object moves up A

The object jumps back and forth between the same two points D

```
# A PositionState is an x and y coordinate
data PositionState:
    |  posn(x :: Number,
            y :: Number)
end

# next-state-tick: PositionState -> PositionState
# Consumes a position and produces the next position
```

A	`fun next-state-tick(p):`
	`  posn(p.x, p.y + 10)`
	`end`

B	`fun next-state-tick(p):`
	`  posn(p.x, p.y)`
	`end`

C	`fun next-state-tick(p):`
	`  posn(p.x + 8, p.y - 4)`
	`end`

D	`fun next-state-tick(p):`
	`  posn(p.x, p.y * -1)`
	`end`

E	`fun next-state-tick(p):`
	`  posn(p.x - 8, p.y + 4)`
	`end`