

Design Recipe: circle-image

Define a function called *circle-image*, which consumes an image, and overlays an outlined, red circle over the given image. The circle's radius should be the same size as the width of the original image.

Contract+Purpose Statement

Every contract has three parts:


circle-image : Image -> Image
Consumes an image and overlays a solid, red circle with the same
radius as the width of the original image


What does the function do?

Give Examples

Write examples of your function in action

examples:

circle-image(triangle(50, "solid", "green")) is
the user types... 

overlay(circle(image-width(triangle(50, "solid", "green")), "outline", "red"),
triangle(50, "solid", "green")) 

circle-image(DANGER) is
the user types... 

overlay(circle(image-width(DANGER), "outline", "red"), DANGER) 

end

Function

Circle the changes in the examples, and name the variables.

fun circle-image (img) :

overlay(circle(image-width(img), "outline", "red"), img)

end