

Design Recipe: find-area

Define a function called *find-area*, which consumes an image and returns its area. Assume the area of an image is its width multiplied by its height

Contract+Purpose Statement

Every contract has three parts:

find-area : Image -> Number
name Domain Range

Consumes an image & produces its area by multiplying its width by its height

What does the function do?

Give Examples

Write examples of your function in action

examples:


find-area (circle(50, "solid", "red")) is
the user types... 

image-width(circle(50, "solid", "red")) * image-height(circle(50, "solid", "red"))
...which should become


find-area (PLAYER) is
the user types... 

image-width(PLAYER) * image-height(PLAYER)
...which should become

end

Function

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

fun find-area (img) :

image-width(img) * image-height(img)

end