Outline

- **posn**
- **define-struct**

Compound Data So Far

A **posn** is

```
(make-posn num num)
```

- `(make-posn 1 2)` is a value
- `(posn-x (make-posn 1 2))` → `1`
- `(posn-y (make-posn 1 2))` → `2`

So much for computation... how about program design?

Body

If the input is compound data, start the body by selecting the parts

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```
; max-part : posn -> num
; Return the X part of p is it's bigger
; than the Y part, otherwise the Y part
(define (max-part p)
  ...)


(max-part (make-posn 10 11)) "should be" 11
(max-part (make-posn 7 5)) "should be" 7
```

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    [(> (posn-x p) (posn-y p)) (posn-x p)]
    [else (posn-y p)]))
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Since this guideline applies before the usual body work, let's split it into an explicit step

Design Recipe II

Data

- Understand the input data

Contract, Purpose, and Header

- Describe (but don't write) the function

Examples

- Show what will happen when the function is done

Template

- Set up the body based on the input data (and *only* the input)

Body

- The most creative step: implement the function body

Test

- Run the examples

~~Body~~ Template

If the input is compound data, start the body by selecting the parts

```
; max-part : posn -> num
; ...
(define (max-part p)
  ... (posn-x p) ... (posn-y p) ...)
```

Check: number of parts in template =
number of parts data definition named in contract

A **posn** is

```
(make-posn num num)
```

~~Body~~ Template

If the input is compound data, start the body by selecting the parts

Handin artifact: a comment (required starting with HW 3)

```
; max-part : posn -> num
; Return the X part of p is it's bigger
; than the Y part, otherwise the Y part
; (define (max-part p)
;   ... (posn-x p) ... (posn-y p) ...)
(define (max-part p)
  ... (posn-x p) ... (posn-y p) ...)
(max-part (make-posn 10 11)) "should be" 11
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```

Outline

- **posn**
- **define-struct**

Other Kinds of Data

Suppose we want to represent snakes:

- name
- weight
- favorite food

What kind of data is appropriate?

Not **num**, **bool**, **sym**, **image**, or **posn**...

Data Definitions and define-struct

Here's what we'd like:

A **snake** is
(make-snake sym num sym)

But **make-snake** is not built into DrScheme

We can tell DrScheme about **snake**:

```
(define-struct snake (name weight food))
```

Creates the following:

- **make-snake**
- **snake-name**
- **snake-weight**
- **snake-food**

Data Definitions and define-struct

Here's what we'd like:

A **snake** is
(make-snake sym num sym)

But **make-snake** is not built into DrScheme

We can tell DrScheme about **snake**:

```
(define-struct snake (name weight food))
```

Creates the following:

```
(snake-name (make-snake X Y Z)) → X
(snake-weight (make-snake X Y Z)) → Y
(snake-food (make-snake X Y Z)) → Z
```

Data

Deciding to define **snake** is in the first step of the design recipe

Handin artifact: a comment and/or **define-struct**

```
; A snake is
;   (make-snake sym num sym)

(define-struct snake (name weight food))
```

Now that we've defined **snake**, we can use it in contracts

Programming with Snakes

- Implement **snake-skinny?**, which takes a snake and returns **true** if the snake weights less than 10 pounds, **false** otherwise
- Implement **feed-snake**, which takes a snake and returns a snake with the same name and favorite food, but five pounds heavier

Programming with Armadillos

- Pick a representation for armadillos ("dillo" for short), where a dillo has a weight and may or may not be alive
- Implement **`run-over-with-car`**, which takes a dillo and returns a dead dillo of equal weight
- Implement **`feed-dillo`**, where a dillo eats 2 pounds of food at a time

... unless it’s dead