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

**In definitions:** a comment and `define-struct`

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

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

Now that we’ve defined `snake`, we can use it in contracts