You are expected to follow the Design Recipe for all functions that you write. (Note, the design recipe is for user-defined FUNCTIONS only -- you don't need it for a named constant, for example, or for a single non-define expression.)

Because the Design Recipe is so important, you will receive significant credit for the signature, purpose, header, and tests/check-expects (or appropriate check-expressions) portions of your functions (and later for the data definitions and body templates as well). Typically you'll get at least half-credit for a correct signature, purpose, header, and appropriate tests/check-expressions, even if your function body is not correct (and, you'll typically lose at least half-credit if you omit these or do them poorly, even if your function body is correct).

So, designing each function is expected to include:

**Step 1 - problem analysis and data definition**

- Consider your problem; consider the kinds of data involved in your problem. Determine if you need to define any new kinds of data, and develop data definitions to do so as applicable. We will be discussing this more as the semester proceeds.

- (There might not be anything directly typed from this step in your Definitions window, especially for functions involving just straightforward built-in data types.)

- (Sometimes you might decide that some named constants would be useful, and you could define them now. But you can define named constants any time you realize you have a value you'd like to give a name!)

**Step 2 - signature/purpose/header**

- First, develop a signature comment, including a nicely-descriptive name for your function, the types of expressions it expects, and the type of expression is returns. This should be written as discussed in class (and you can find examples posted on the public course web page). For example,

  ; signature: rect-area: number number -> number

  • remember: use only types that are data types, OR that you have defined in data definitions or data definition comments

- Then develop a purpose comment, describing what the function expects and describing what it returns. For example,

  ; purpose: expects the length and width of a rectangle, and returns the area of that rectangle

- Now write the function header, giving a good, descriptive name for each parameter variable. Use ... ) as a stub for the function body at this point.
Step 3 - develop specific examples/tests

• Now develop check-expect (or check-within, or other check-operation) expressions expressing specific examples of your function that you devise before writing your function body.

  – (Interestingly, DrRacket allows these to be placed before OR after your actual function definition(!), but you are expected to create these before writing the function body. I'll have no way of knowing if you really write these in the correct order, but note that I won't answer questions about your function body without seeing your tests written as check-expect (or appropriate check-operation) expressions first...)

  – For example,

    (check-expect (rect-area 3 4) 12)
    (check-expect (rect-area 10 5) 50)

  – If a check-expression is not possible, your test can be in the form of a string literal preceding a specific call to your function, describing what result(s) and/or SIDE-EFFECT(s) should happen because of that call to your function.

• How many tests/check-expressions should you have? That is an excellent question, and a major course topic.

  – We'll be discussing how you determine how many you need, and later you'll be graded based on whether you include a reasonable number and kind of tests/check-expressions.

  – The basic rule of thumb is that you need a specific test/check-expression for each "case" or category of data that may occur, and for each "boundary" between categories for data that have such boundaries... and you can always add more if you'd like!

  – If there is only one category of data, you should have at least two check-expressions, for more-robust error-checking of your function.

Step 4 - decide which body template is appropriate

• Replace the . . . that is currently your function body with an appropriate template, based on the problem type. We will be discussing this as the semester progresses.

• (For simple functions, . . . may be sufficient.)

Step 5 - Develop/complete the function's body

• Either replace the . . . that is currently your function body, or finish filling in/completing the body template you developed in Step 4.

Step 6 - Run the tests

• Click the Run button! 8-)

• Note that you may include as many additional calls or tests of your function as you would like after its definition.