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

Data

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