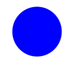
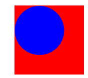
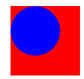
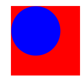
Computation versus Programming

- Last time, we talked about computation

(image=? (overlay  ) )

$\rightarrow$ (image=?  )

$\rightarrow$ true

- Programming?

Write an anonymizer...

```
(define (anonymize i)
  (overlay/xy
   (circle (/ (image-height i) 3)
           'solid
           'blue)
   (* -1/6 (image-height i))
   (* -1/6 (image-width i))
   i))
```

We somehow wrote the function in one big, creative chunk

Design Recipe I

Data

- Understand the input data: `num`, `bool`, `sym`, or `image`

Contract, Purpose, and Header

- Describe (but don't write) the function

Examples

- Show what will happen when the function is done

Body

- The most creative step: implement the function body

Test

- Run the examples

Data

Choose a representation suitable for the function input

- Fahrenheit degrees ➡ `num`
- Grocery items ➡ `sym`
- Faces ➡ `image`
- Wages ➡ `num`
- ...

Handin artifact: **none** for now

Contract, Purpose, and Header

Contract

Describes input(s) and output data

- `f2c : num -> num`
- `is-milk? : sym -> bool`
- `wearing-glasses? : image image image -> bool`
- `netpay : num -> num`

Handin artifact: a comment

```
; f2c : num -> num
; is-milk? : sym -> bool
```

Contract, Purpose, and Header

Purpose

Describes, in English, what the function will do

- Converts F-degrees `f` to C-degrees
- Checks whether `s` is a symbol for milk
- Checks whether `p2` is `p1` wearing glasses `g`
- Computes net pay (less taxes) for `n` hours worked

Handin artifact: a comment after the contract

```
; f2c : num -> num
; Converts F-degrees f to C-degrees
```

Contract, Purpose, and Header

Header

Starts the function using variables that are metioned in purpose

- `(define (f2c f) ....)`
- `(define (is-milk? s) ....)`
- `(define (wearing-glasses? p1 p2 g) ....)`
- `(define (netpay n) ....)`

Check: function name and variable count match contract

Handin artifact: as above, but absorbed into implementation

```
; f2c : num -> num
; Converts F-degrees f to C-degrees
(define (f2c f) ....)
```

Examples

Show example function calls an result

```
(f2c 32) "should be" 0
(f2c 212) "should be" 100

(is-milk? 'milk) "should be" true
(is-milk? 'apple) "should be" false
```

Check: function name, argument count and types match contract

Handin artifact: as above, after header/body

```
; f2c : num -> num
; Converts F-degrees f to C-degrees
(define (f2c f) ....)
(f2c 32) "should be" 0
(f2c 212) "should be" 100
```

Body

Fill in the body under the header

```
(define (f2c f)
  (* (- f 32) 5/9))

(define (is-milk? s)
  (symbol=? s 'milk))
```

Handin artifact: complete at this point

```
; f2c : num -> num
; Converts F-degrees f to C-degrees
(define (f2c f)
  (* (- f 32) 5/9))
(f2c 32) "should be" 0
(f2c 212) "should be" 100
```

Design Recipe - Each Step Has a Purpose

Data

- Shape of input data will drive the implementation

Contract, Purpose, and Header

- Provides a first-level understanding of the function

Examples

- Gives a deeper understanding and exposes specification issues

Body

- The implementation is the whole point

Test

- Evidence that it works

Compound Data

A **`posn`** is

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

- `(make-posn 1 2)` is a value
- `(posn-x (make-posn 1 2))` $\rightarrow$ `1`
- `(posn-y (make-posn 1 2))` $\rightarrow$ `2`

How about program design?

Body

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

```
; 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
```

Body

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

```
; 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) ...)


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

Body

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

```
; 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)
  (cond
    [(> (posn-x p) (posn-y p)) (posn-x p)]
    [else (posn-y p)]))
(max-part (make-posn 10 11)) "should be" 11
(max-part (make-posn 7 5)) "should be" 7
```

Body

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

```
; 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)
  (cond
    [(> (posn-x p) (posn-y p)) (posn-x p)]
    [else (posn-y p)]))
(max-part (make-posn 10 11)) "should be" 11
(max-part (make-posn 7 5)) "should be" 7
```

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

Data Definitions and define-struct

Here's what we'd like:

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

We can tell DrScheme about **snake**:

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

Creates the following:

- `make-snake`
- `snake-name`
- `snake-weight`
- `snake-food`

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

Expanding the Zoo

We have snakes, and armadillos are similar. Let's add ants.

An ant has

- a weight
- a location in the zoo

```
; An ant is
;  (make-ant num posn)
(define-struct ant (weight loc))

(make-ant 0.001 (make-posn 4 5))

(make-ant 0.007 (make-posn 3 17))
```

Programming with Ants

- Define **`ant-at-home?`**, which takes an ant and reports whether it is at the origin

Programming with Ants

Contract, Purpose, and Header

```
; ant-at-home? : ant -> bool
```

Programming with Ants

Contract, Purpose, and Header

```
; ant-at-home? : ant -> bool
; Check whether ant a is home
```

Programming with Ants

Contract, Purpose, and Header

```
; ant-at-home? : ant -> bool
; Check whether ant a is home
(define (ant-at-home? a)
    ...)
```

Programming with Ants

Examples

```
; ant-at-home? : ant -> bool
; Check whether ant a is home
(define (ant-at-home? a)
    ...)
```

```
(ant-at-home? (make-ant 0.001 (make-posn 0 0))) '= true
(ant-at-home? (make-ant 0.001 (make-posn 1 1))) '= false
```

Programming with Ants

Template

```
; ant-at-home? : ant -> bool
; Check whether ant a is home
(define (ant-at-home? a)
  ... (ant-weight a)
  ... (ant-loc a) ...)
```

```
(ant-at-home? (make-ant 0.001 (make-posn 0 0))) '= true
(ant-at-home? (make-ant 0.001 (make-posn 1 1))) '= false
```

Programming with Ants

Template

```
; ant-at-home? : ant -> bool
; Check whether ant a is home
(define (ant-at-home? a)
  ... (ant-weight a)
  ... (posn-at-home? (ant-loc a)) ...)
```

New template rule: data-defn reference ⇒ template reference

Add templates for referenced data, if needed, and implement body for referenced data

```
(ant-at-home? (make-ant 0.001 (make-posn 0 0))) '= true
(ant-at-home? (make-ant 0.001 (make-posn 1 1))) '= false
```

Programming with Ants

Template

```
; ant-at-home? : ant -> bool
; Check whether ant a is home
(define (ant-at-home? a)
  ... (ant-weight a)
  ... (posn-at-home? (ant-loc a)) ...)

(define (posn-at-home? p)
  ... (posn-x p) ... (posn-y p) ...)
```

```
(ant-at-home? (make-ant 0.001 (make-posn 0 0))) '= true
(ant-at-home? (make-ant 0.001 (make-posn 1 1))) '= false
```

Programming with Ants

Body

```
; ant-at-home? : ant -> bool
; Check whether ant a is home
; (define (ant-at-home? a)
;   ... (ant-weight a)
;   ... (posn-at-home? (ant-loc a)) ...)
; (define (posn-at-home? p)
;   ... (posn-x p) ... (posn-y p) ...)
(define (ant-at-home? a)
  (posn-at-home? (ant-loc a)))
(define (posn-at-home? p)
  (and (= (posn-x p) 0) (= (posn-y p) 0)))

(ant-at-home? (make-ant 0.001 (make-posn 0 0))) '= true
(ant-at-home? (make-ant 0.001 (make-posn 1 1))) '= false
```

Shapes of Data and Templates

The shape of the template matches the shape of the data

```
; An ant is
;  (make-ant num posn)

; A posn is
;  (make-posn num num)

(define (ant-at-home? a)
  ... (ant-weight a)
  ... (posn-at-home? (ant-loc a)) ...)

(define (posn-at-home? p)
  ... (posn-x p) ... (posn-y p) ...)
```

Animals

All animals need to eat...

- Define **`feed-animal`**, which takes an animal (snake, dillo, or ant) and feeds it (5 lbs, 2 lbs, or 0.001 lbs, respectively)

What is an **`animal`**?

Animal Data Definition

```
; An animal is either
;   - snake
;   - dillo
;   - ant
```

The "either" above makes this a new kind of data definition:

data with ***varieties***

Examples:

```
(make-snake 'slinky 10 'rats)

(make-dillo 2 true)

(make-ant 0.002 (make-posn 3 4))
```

Feeding Animals

```
; feed-animal : animal -> animal
; To feed the animal a
(define (feed-animal a)
  ...)

(feed-animal (make-snake 'slinky 10 'rats))
"should be" (make-snake 'slinky 15 'rats)

(feed-animal (make-dillo 2 true))
"should be" (make-dillo 4 true)

(feed-animal (make-ant 0.002 (make-posn 3 4)))
"should be" (make-ant 0.003 (make-posn 3 4))
```

Template for Animals

For the template step...

```
(define (feed-animal a)
  ...)
```

- Is **`a`** compound data?

- Technically yes, but the definition **`animal`** doesn't have **`make-`***something*, so we don't use the compound-data template rule

Template for Varieties

Choice in the data definition

```
; An animal is either
;   - snake
;   - dillo
;   - ant
```

means **cond** in the template:

```
(define (feed-animal a)
  (cond
    [... ...]
    [... ...]
    [... ...]))
```

Three data choices means three **cond** cases

Questions for Varieties

```
(define (feed-animal a)
  (cond
    [... ...]
    [... ...]
    [... ...]))
```

How do we write a question for each case?

It turns out that

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

provides `snake?`

```
(snake? (make-snake 'slinky 5 'rats)) → true
(snake? (make-dillo 2 true)) → false
(snake? 17) → false
```

Template

```
(define (feed-animal a)
  (cond
    [(snake? a) ...]
    [(dillo? a) ...]
    [(ant? a) ...]))
```

New template rule: varieties ⇒ **cond**

Now continue template case-by-case...

Template

```
(define (feed-animal a)
  (cond
    [(snake? a) ... (feed-snake a) ...]
    [(dillo? a) ... (feed-dillo a) ...]
    [(ant? a) ... (feed-ant a) ...]))
```

Remember: references in the data definition ⇒ template references

```
; An animal is either
;  - snake
;  - dillo
;  - ant
```

Shapes of Data and Templates

```
; An animal is either
;  - snake
;  - dillo
;  - ant

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

; A dillo is
; (make-dillo num bool)

; An ant is
; (make-ant num posn)

; A posn is
; (make-posn num num)
```

```
(define (feed-animal a)
  (cond
    [(snake? a) ... (feed-snake a) ...]
    [(dillo? a) ... (feed-dillo a) ...]
    [(ant? a) ... (feed-ant a) ...]))

(define (feed-snake s)
  ... (snake-name s) ... (snake-weight s)
  ... (snake-food s) ...)

(define (feed-dillo d)
  ... (dillo-weight d)
  ... (dillo-alive? d) ...)

(define (feed-ant a)
  ... (ant-weight d)
  ... (feed-posn (ant-loc d)) ...)

(define (feed-posn p)
  ... (posn-x p) ... (posn-y p) ...)
```

Design Recipe III

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

When the problem statement mentions **N** different varieties of a thing, write a data definition of the form

```
; A thing is
;  - variety1
;  ...
;  - varietyN
```

Examples

When the input data has varieties, be sure to pick each variety at least once.

```
; An animal is either
;  - snake
;  - dillo
;  - ant
```

```
(feed-animal (make-snake 'slinky 10 'rats))
"should be" (make-snake 'slinky 15 'rats)

(feed-animal (make-dillo 2 true))
"should be" (make-dillo 4 true)

(feed-animal (make-ant 0.002 (make-posn 3 4)))
"should be" (make-ant 0.003 (make-posn 3 4))
```

Template

When the input data has varieties, start with **cond**

- **N** varieties $\Rightarrow$ **N** **cond** lines
- Formulate a question to match each corresponding variety
- Continue template steps case-by-case

```
(define (feed-animal a)
  (cond
    [(snake? a) ...]
    [(dillo? a) ...]
    [(ant? a) ...]))
```

Template

When the input data has varieties, start with **cond**

- **N** varieties $\Rightarrow$ **N** **cond** lines
- Formulate a question to match each corresponding variety
- Continue template steps case-by-case

When the data definition refers to a data definition, make the template refer to a template

```
(define (ant-at-home? a)
  ... (ant-weight a)
  ... (posn-at-home? (ant-loc a)) ...)

(define (posn-at-home? p)
  ... (posn-x p) ... (posn-y p) ...)
```

Template

When the input data has varieties, start with **cond**

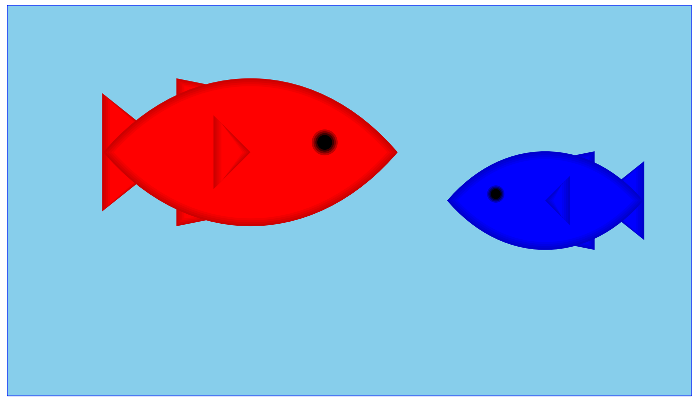
- **N** varieties ⇒ **N** **cond** lines
- Formulate a question to match each corresponding variety
- Continue template steps case-by-case

When the data definition refers to a data definition, make the template refer to a template

```
(define (feed-animal a)
  (cond
    [(snake? a) ... (feed-snake a) ...]
    [(dillo? a) ... (feed-dillo a) ...]
    [(ant? a) ... (feed-ant a) ...]))
```

Aquarium

Our zoo was so successful, let's start an aquarium



For a fish, we only care about its weight, so for two fish:

```
; An aquarium is
;  (make-aq num num)
(define-struct aq (first second))
```

Aquarium Template

```
; An aquarium is
;  (make-aq num num)
```

Generic template:

```
; func-for-aq : aquarium -> ...
; (define (func-for-aq a)
;    ... (aq-first a) ... (aq-second a) ...)
```

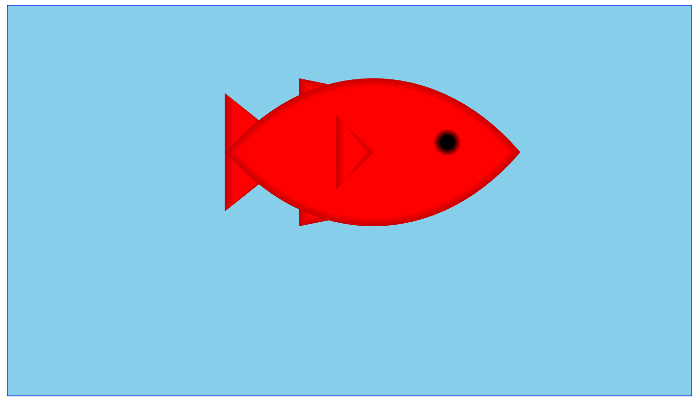
```
; aq-weight : aquarium -> num
(define (aq-weight a)
  (+ (aq-first a) (aq-second a)))

(aq-weight (make-aq 7 8)) "should be" 15
```

And so on, for many other simple aquarium functions...

Tragedy Strikes the Aquarium

Poor blue fish... now we have only one



Worse, we have to re-write all our functions...

```
; An aquarium is
;  (make-aq num)
(define-struct aq (first))
```

Aquarium Template, Revised

```
; An aquarium is
;  (make-aq num)

; func-for-aq : aquarium -> ...
; (define (func-for-aq a)
;    ... (aq-first a) ...)

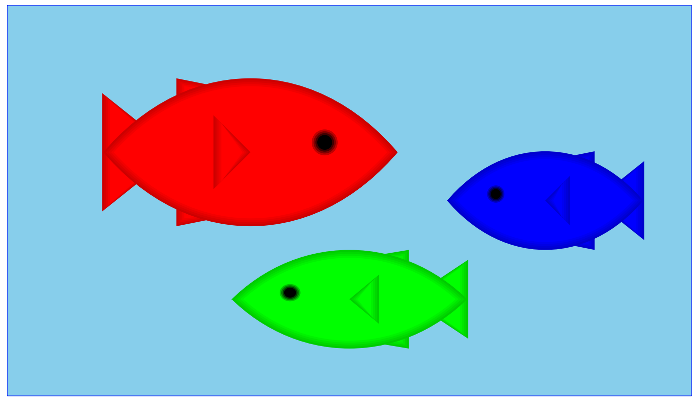

; aq-weight : aquarium -> num
(define (aq-weight a)
  (aq-first a))

(aq-weight (make-aq 7)) "should be" 7
```

And so on, for **all** of the aquarium functions...

The Aquarium Expands

Hooray, we have two new fish!



Unfortunately, we have to re-re-write all our functions...

```
; An aquarium is
;  (make-aq num num num)
(define-struct aq (first second third))
```

A Flexible Aquarium Representation

Our data choice isn't working

- An aquarium isn't just 1 fish, 2 fish, or 100 fish **–** it's a collection containing an arbitrary number of fish
- No data definition with just 1, 2, or 100 numbers will work

To represent an aquarium, we need a ***list*** of numbers

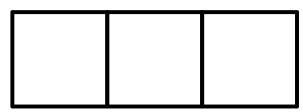
We don't need anything new in the language, just a new idea

Structs as Boxes

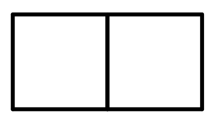
Pictorially,

- **`define-struct`** lets us define a new kind of box
- The box can have as many compartments as we want, but we have to pick how many, once and for all

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

$\Rightarrow$ 

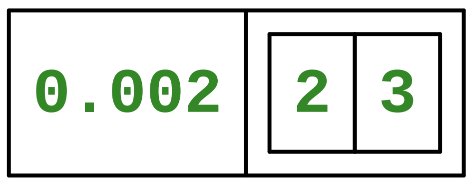
```
(define-struct ant (weight loc))
```

$\Rightarrow$ 

Boxes Stretch

The boxes stretch to fit any one thing in each slot:

Even other boxes:



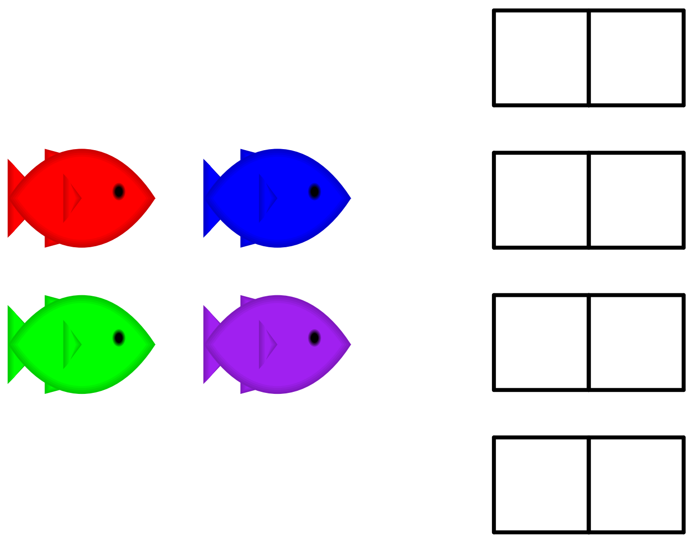
Still, the number of slots is fixed

Packing Boxes

Suppose that

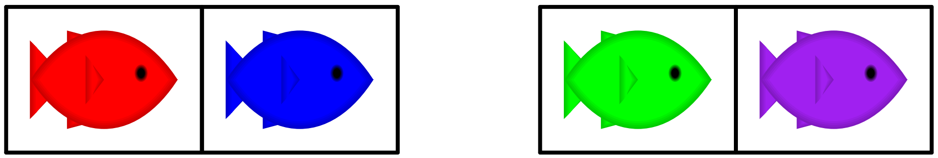
- You have four things to pack as one
- You only have 2-slot boxes
- Every slot must contain exactly one thing

How can you create a single package?



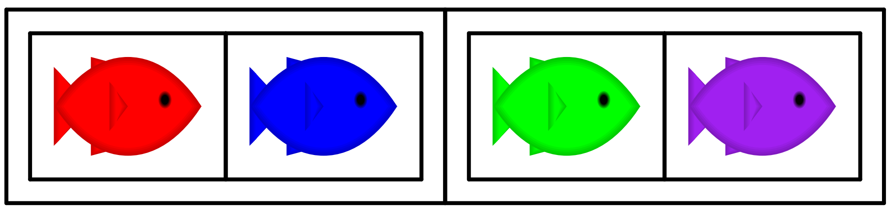
Packing Boxes

This isn't good enough



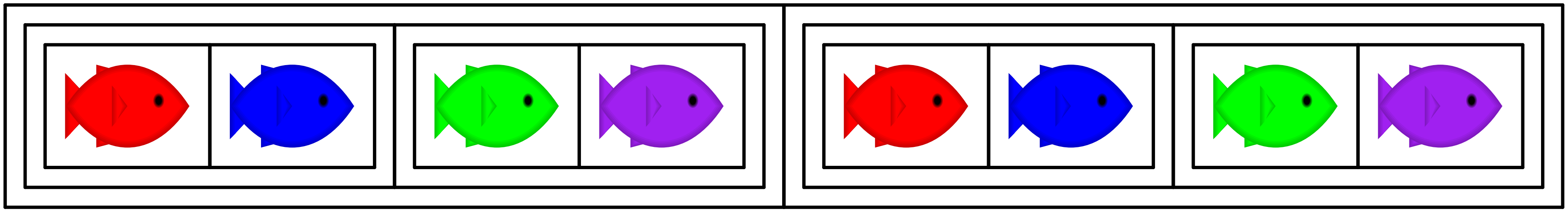
because it's still two boxes...

But this works!

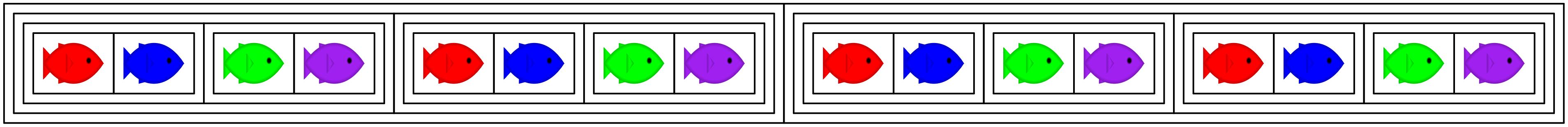


Packing Boxes

And here's 8 fish:



And here's 16 fish!



But what if we just add 1 fish, instead of doubling the fish?

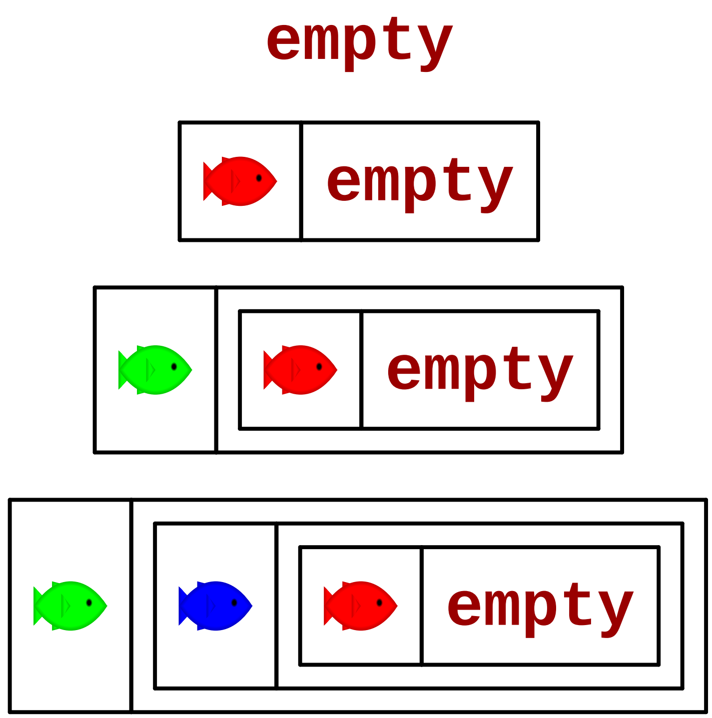
But what if we have 0 fish?

General Strategy for Packing Boxes

Here's a general strategy:

- For 0 fish, use **empty**
- If you have a package and a new fish, put them together

To combine many fish, start with **empty** and add fish one at a time



General Strategy for a List of Numbers

To represent the aquarium as a list of numbers, use the same idea:

- For 0 fish, use **`empty`**
- If you have a list and a number, put them together with **`make-bigger-list`**

```
empty

(make-bigger-list 10 empty)

(make-bigger-list 5 (make-bigger-list 10 empty))

(make-bigger-list 7 (make-bigger-list 5 (make-bigger-list 10 empty)))
```

List of Numbers

```
; A list-of-num is either
;  - empty
;  - (make-bigger-list num list-of-num)
(define-struct bigger-list (first rest))
```

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Generic template:

```
; func-for-lon : list-of-num -> ...
(define (func-for-lon l)
  ...)
```

List of Numbers

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;  - empty
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(define-struct bigger-list (first rest))
```

Generic template:

```
; func-for-lon : list-of-num -> ...
(define (func-for-lon l)
  (cond
    [(empty? l) ...]
    [(bigger-list? l) ...]))
```

List of Numbers

```
; A list-of-num is either
;  - empty
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(define-struct bigger-list (first rest))
```

Generic template:

```
; func-for-lon : list-of-num -> ...
(define (func-for-lon l)
  (cond
    [(empty? l) ...]
    [(bigger-list? l)
     ... (bigger-list-first l)
     ... (bigger-list-rest l)
     ...]))
```

List of Numbers

```
; A list-of-num is either
;   - empty
;   - (make-bigger-list num list-of-num)
(define-struct bigger-list (first rest))
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Generic template:

```
; func-for-lon : list-of-num -> ...
(define (func-for-lon l)
  (cond
    [(empty? l) ...]
    [(bigger-list? l)
     ... (bigger-list-first l)
     ... (bigger-list-rest l)
     ...]))
```

List of Numbers

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; A list-of-num is either
;   - empty
;   - (make-bigger-list num list-of-num)
(define-struct bigger-list (first rest))
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Generic template:

```
; func-for-lon : list-of-num -> ...
(define (func-for-lon l)
  (cond
    [(empty? l) ...]
    [(bigger-list? l)
     ... (bigger-list-first l)
     ... (func-for-lon (bigger-list-rest l))
     ...]))
```

Aquarium Weight

```
; aq-weight : list-of-num -> num
;  Sums the fish weights in l
(define (aq-weight l)
  ...)
```

Aquarium Weight

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```

Aquarium Weight

```
; aq-weight : list-of-num -> num
;  Sums the fish weights in l
(define (aq-weight l)
  ...)
```

```
(aq-weight empty) "should be" 0
```

```
(aq-weight (make-bigger-list 2 empty))
"should be" 2
```

Aquarium Weight

```
; aq-weight : list-of-num -> num
;  Sums the fish weights in l
(define (aq-weight l)
  ...)
```

```
(aq-weight empty) "should be" 0

(aq-weight (make-bigger-list 2 empty))
"should be" 2

(aq-weight (make-bigger-list 5 (make-bigger-list 2 empty)))
"should be" 7
```

Aquarium Weight

```
; aq-weight : list-of-num -> num
;  Sums the fish weights in l
(define (aq-weight l)
  (cond
    [(empty? l) ...]
    [(bigger-list? l)
     ... (bigger-list-first l)
     ... (aq-weight (bigger-list-rest l))
     ...]))

(aq-weight empty) "should be" 0

(aq-weight (make-bigger-list 2 empty))
"should be" 2

(aq-weight (make-bigger-list 5 (make-bigger-list 2 empty)))
"should be" 7
```

Aquarium Weight

```
; aq-weight : list-of-num -> num
;  Sums the fish weights in l
(define (aq-weight l)
  (cond
   [(empty? l) 0]
   [(bigger-list? l)
    (+ (bigger-list-first l)
       (aq-weight (bigger-list-rest l)))]))
```

```
(aq-weight empty) "should be" 0
```

```
(aq-weight (make-bigger-list 2 empty))
"should be" 2
```

```
(aq-weight (make-bigger-list 5 (make-bigger-list 2 empty)))
"should be" 7
```

Aquarium Weight

```
; aq-weight : list-of-num -> num
;  Sums the fish weights in l
(define (aq-weight l)
  (cond
   [(empty? l) 0]
   [(bigger-list? l)
    (+ (bigger-list-first l)
       (aq-weight (bigger-list-rest l)))]))
```

Try examples in the stepper

```
(aq-weight empty) "should be" 0

(aq-weight (make-bigger-list 2 empty))
"should be" 2

(aq-weight (make-bigger-list 5 (make-bigger-list 2 empty)))
"should be" 7
```

Pipes

- Pipes end in faucets (open or closed) and sometimes branch

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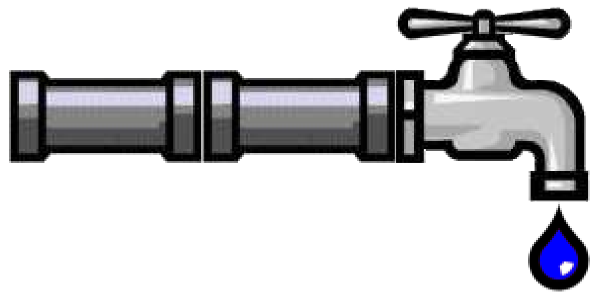

Pipes

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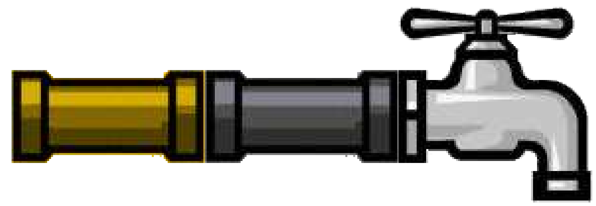

Pipes

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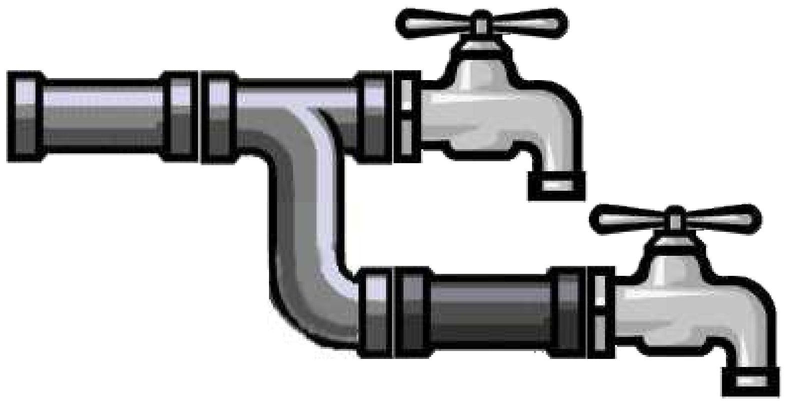


```
; A pipeline is either
;  - bool
;  - (make-straight sym pipeline)
;  - (make-branch pipeline pipeline)
(define-struct straight (kind next))
(define-struct branch (next1 next2))
```

Example Pipelines

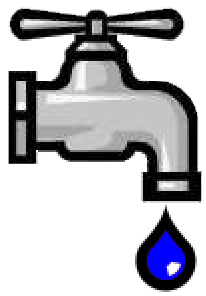
```
; A pipeline is either
;  - bool
;  - (make-straight sym pipeline)
;  - (make-branch pipeline pipeline)
```

```
false
```

Example Pipelines

```
; A pipeline is either
;  - bool
;  - (make-straight sym pipeline)
;  - (make-branch pipeline pipeline)
```

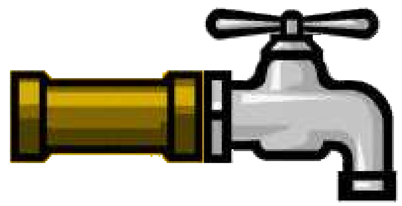
```
true
```



Example Pipelines

```
; A pipeline is either
;   - bool
;   - (make-straight sym pipeline)
;   - (make-branch pipeline pipeline)
```

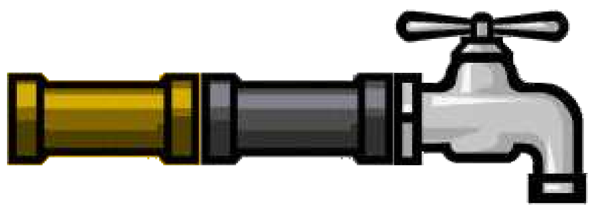
```
(make-straight 'copper false)
```



Example Pipelines

```
; A pipeline is either
;  - bool
;  - (make-straight sym pipeline)
;  - (make-branch pipeline pipeline)
```

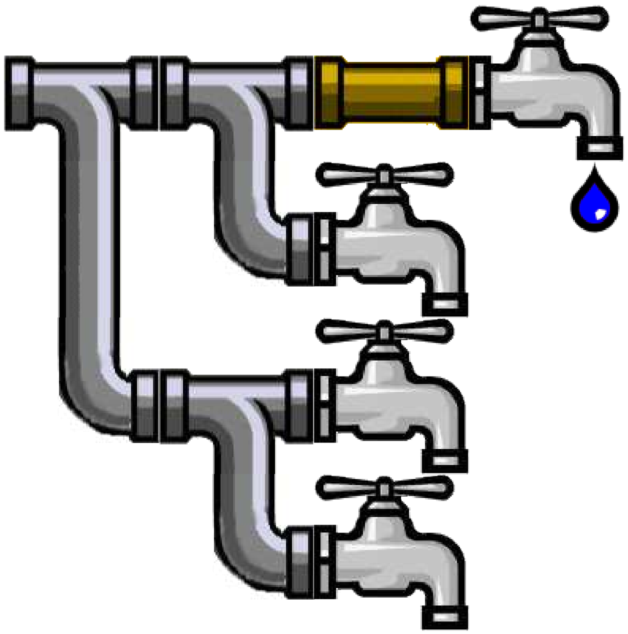
```
(make-straight 'copper
               (make-straight 'lead false))
```



Example Pipelines

```
; A pipeline is either
;  - bool
;  - (make-straight sym pipeline)
;  - (make-branch pipeline pipeline)
```

```
(make-branch
 (make-branch (make-straight 'copper true)
              false)
 (make-branch false
              false))
```



Programming with Pipelines

```
; A pipeline is either
;  - bool
;  - (make-straight sym pipeline)
;  - (make-branch pipeline pipeline)
```

```
(define (func-for-pipeline pl)
  (cond
   [(boolean? pl) ...]
   [(straight? pl)
    ... (straight-kind pl)
    ... (func-for-pipeline (straight-next pl)) ...]
   [(branch? pl)
    ... (func-for-pipeline (branch-next1 pl))
    ... (func-for-pipeline (branch-next2 pl)) ...]))
```

Pipeline Examples

- Implement the function `water-running?` which takes a pipeline and determines whether any faucets are open
- Implement the function `modernize` which takes a pipeline and converts all `'lead` straight pipes to `'copper`
- Implement the function `off` which takes a pipeline and turns off all the faucets
- Implement the function `lead-off` which takes a pipeline and turns off all the faucets that receive water through a lead pipe
- Implement the function `twice-as-long` which takes a pipeline and inserts a `'copper` straight pipe before every existing piece of the pipeline