Some More DrRacket Tidbits

To save an image as a .png file

`(save-image` *desired-image-expression* *"desired-file-name-as-a-string.png"*`)`

• Helpful Hint: if you save your Definitions window contents before doing this, then your image will be saved in the same folder that you saved your Definitions window to...

Two functions that produce scenes:

```
; signature: empty-scene: number number -> scene
; purpose: expects the desired width and height of a scene in
;     pixels, and produces a scene with that width and height

(empty-scene 400 200)
```

```
; signature: place-image: image number number scene -> scene
; purpose: expects an image, the desired x and y coordinates, and a
;     scene, and produces a new scene with the image centered at that
;     point in the scene (trimmed to the size of that scene if nec)

(place-image (circle 30 "solid" "blue")
             250 150
             (empty-scene 300 200))
```

Basic Racket function syntax

`(define (`*desired-function-name* *desired-parameter-name1* *desired-parameter-name2* *...*`)`
   desired-expression
`)`

The modulo function

```
; signature: modulo: number number -> number
; purpose: expects two numbers, and produces the integer remainder
;     that results from dividing the first number by the second
;     number
```

`(modulo 27 10)`   `-->` should produce 7

big-bang basics

Read more about `big-bang` in the `2htdp/universe` teachpack documentation, but most simply:

`(big-bang` *initial-numeric-value*
         `(on-tick` *name-of-number-to-number-function*`)`
         `(on-draw` *name-of-number-to-scene-function*`)`
         `; include to create an animated gif of your animation`
         `(record? true)`
`)`