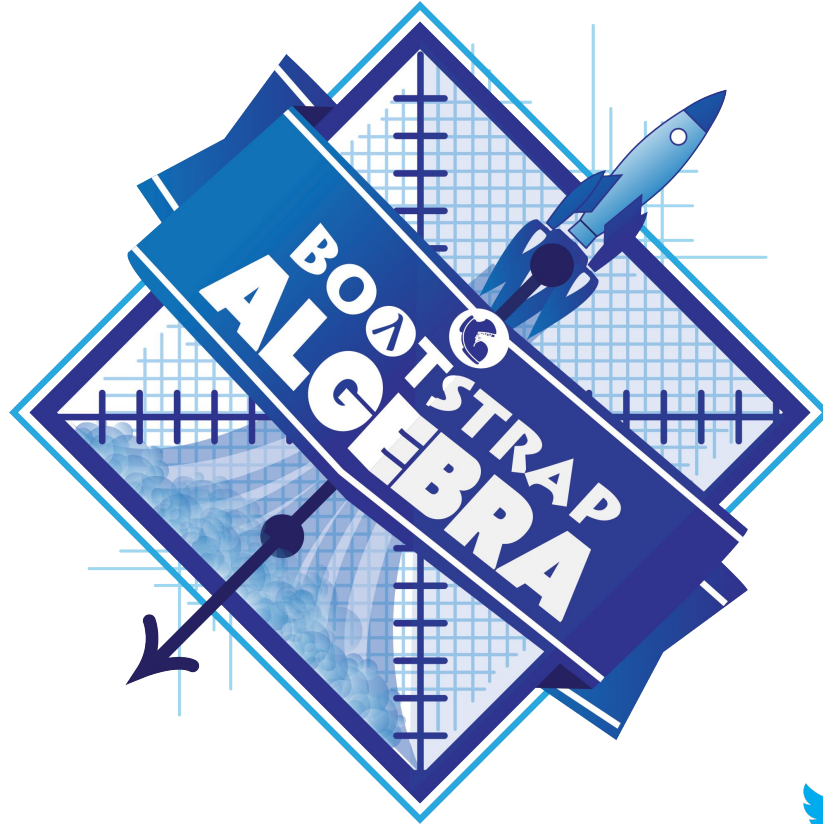


Piecewise Functions





Not every function is smooth

Boxes of candy cost \$2 each. A graph of revenue-v-sales looks like a straight line with a slope of 2.

If there's a "bulk discount" where the price drops to \$1 for the 21st box of candy and every box after that, the graph *is no longer a straight line!*

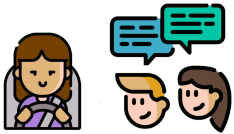
Instead, the line has a kink in it at 21 boxes, where the slope **suddenly changes from 2 to 1.**





Not every function is smooth

1. Save a copy, then click “Run”
2. Select a Driver
3. Complete [Welcome to Alice's Restaurant](#) (**Page 48**) as a team
4. Select one person to be ready to share back your answers for the group!



Not every function is smooth



- What are some *familiar* things you noticed in this file?
- What *new* things did you notice in this file?
- What function was being defined there? What is its contract?
- How do you think this function works?



Students, write your response!



@BootstrapWorld

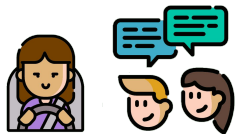
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Defining Piecewise Functions

Complete [Alice's Restaurant - Explore](#) (Page 49)

Why do you get an error when you try to use the `sales-tax` function for an item that isn't on the menu?



Is it OK for a function to break it's own contract?

How can the Design Recipe help us define Piecewise Functions?





Defining Piecewise Functions

Contract and Purpose Statement

Every contract has three parts...

#	order	::	Number	->	Number
	<small>function name</small>		<small>domain</small>		<small>range</small>

Consumes an item & produces price. Hamburger=\$6, Onion Rings=\$3.50, tofu=\$5.25, pie=\$2.25
what does the function do?

Examples

Write some examples, then circle and label what changes...

examples:

order	("pie")	is	2.25
<small>function name</small>		<small>input(s)</small>			<small>what the function produces</small>
order	("hamburger")	is	6.00
<small>function name</small>		<small>input(s)</small>			<small>what the function produces</small>

item

price

TWO things are changing???

Definition

Write the definition, giving variable names to all your input values...

fun order (item):
function name variable(s)

ask:

| string-equal(item, "pie") then: 2.25

| string-equal(item, "hamburger") then: 6.00

Defining Piecewise Functions



Can you think of any situations in real life that can be modeled using a piecewise function?

Is "square root" a piecewise function? Why or Why not?

Is "absolute value" a piecewise function? Why or Why not?



Students, write your response!



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