Code Reading

Below is the code for an animation of a character walking back and forth across a screen.
Without contracts or comments, can you tell which of the functions handle...

Defining the data structure: _____

Drawing the animation: _____

Updating the animation state: _____

Responding to keypresses: _____

A	```data WalkState:```
	```| walk(x :: Number,```
	``` direction :: Number)```
	```end```

B	```fun next-state-tick(w):```
	``` if w.x > (WIDTH — 50): walk(w.x — 4, w.direction * -1)```
	``` else if w.x <= 50: walk(w.x + 4, w.direction * -1)```
	``` else: walk(w.x + w.direction, w.direction)```
	``` end```
	```end```

C	```fun next-state-key(w, key):```
	``` if string-equal(key, "r"): walk(75, 3)```
	``` else if string-equal(key, "right"):```
	``` walk(w.x + 50, w.direction)```
	``` else if string-equal(key, "left"):```
	``` walk(w.x — 50, w.direction)```
	``` else: w```
	``` end```
	```end```

D	```fun draw-state(w):```
	``` put-image(CHARACTER-IMG, w.x, 150, BACKGROUND)```
	```end```