Contracts for Image-Producing Functions

Contracts tell us how to use a function. e.g. `ellipse :: Number, Number, String, String -> Image` tells us that the name of the function is `ellipse`, and that it takes four inputs (two Numbers and two Strings). From the Contract, we know `(ellipse 100 50 "outline" "teal")` will evaluate to an Image.

Name		Domain		Range
; ;triangle	::	Number, String, Sting	->	Image
(triangle 80 "solid" "green")				
; ;star	::		->	
; ;circle	::		->	
; ;square	::		->	
; ;rectangle	::		->	
; ;text	::		->	
; ;ellipse	::		->	
; ;regular-polygon	::		->	
; ;rhombus	::		->	
; ;right-triangle	::		->	
; ; isosceles-triangle	::		->	
; ;radial-star	::		->	
; ;star-polygon	::		->	
; ;triangle/sas	::		->	
; ;triangle/asa	::		->	