Matching draw-state

Select the single draw-state function that generates each of the following frames from the given data. (Assume TREE and GIRAFFE are defined images):

- draw-state(game(40))
- draw-state(game(150))
- draw-state(game(250))

```
data GameState:
    | game(x :: Number)
end
```

```
WIDTH = 300
HEIGHT = 200
GROUND = rectangle(WIDTH, 75, "solid", "lightgreen")
BACKGROUND = rectangle(WIDTH, HEIGHT, "solid", "lightblue")
```

A
```
fun draw-state(g):
    put-image(TREE, 175, 100,
             put-image(GIRAFFE, 150, 120,
                       put-image(GROUND, WIDTH / 2, 25, BACKGROUND)))
end
```

B
```
fun draw-state(g):
    put-image(GIRAFFE, g.x, 120,
              put-image(TREE, 175, 100,
                        put-image(GROUND, WIDTH / 2, 25, BACKGROUND)))
end
```

C
```
fun draw-state(g):
    put-image(TREE, 175, 100,
              put-image(GIRAFFE, g.x, 120,
                        put-image(GROUND, WIDTH / 2, 25, BACKGROUND)))
end
```