Select the single draw-state function that generates each of the following frames from the given data.

**data** GameState:
  | game(
    |   y :: Number,
    |   dir :: Number)
end

WIDTH = 200
HEIGHT = 200

**A**
fun draw-state(g):
  if (g.y >= HEIGHT):
    put-image(circle(20, "solid", "blue"), WIDTH / 2, HEIGHT / 2, rectangle(WIDTH, HEIGHT, "outline", "black"))
  else: put-image(circle(20, "solid", "blue"), WIDTH / 2, g.y, rectangle(WIDTH, HEIGHT, "outline", "black"))
end

**B**
fun draw-state(g):
  put-image(circle(20, "solid", "blue"), WIDTH / 2, g.y, rectangle(WIDTH, HEIGHT, "outline", "black"))
end

**C**
fun draw-state(g):
  put-image(circle(20, "solid", "blue"), g.dir, g.y, rectangle(WIDTH, HEIGHT, "outline", "black"))
end