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... 

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

### B
```haskell
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
```

### C
```haskell
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
```

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