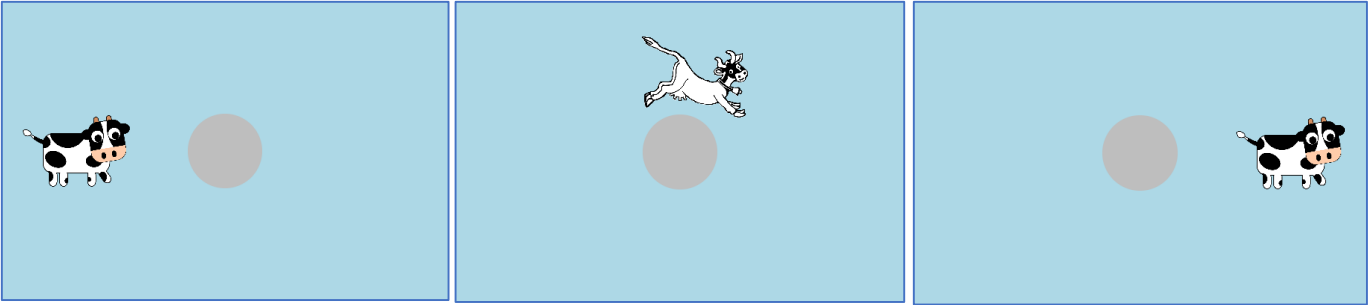


Matching Data Structures to Images

Select the correct data structure to use with the draw-state function below which models the following animation of a cow jumping over the moon:



```
# draw-state : CowState -> Image
fun draw-state(c):
  put-image(c.cow-img, c.cow-x, c.cow-y,
    put-image(MOON, 300, 200, BACKGROUND))
end
```

```
A data CowState:
  | cow(
    cow-x :: Number,
    cow-y :: Number,
    cow-img :: Image,
    moon-x :: Number,
    moon-y :: Number,
    moon-img :: Image)
end
```

```
B data CowState:
  | cow(
    cow-x :: Number,
    cow-y :: Number)
end
```

```
C data CowState:
  | cow(
    cow-x :: Number,
    cow-y :: Number,
    cow-img :: Image)
end
```