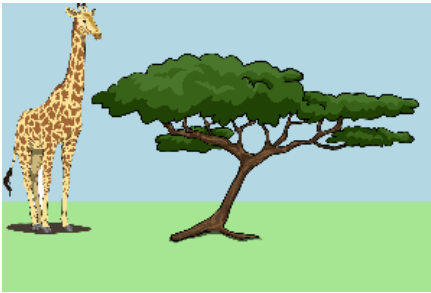
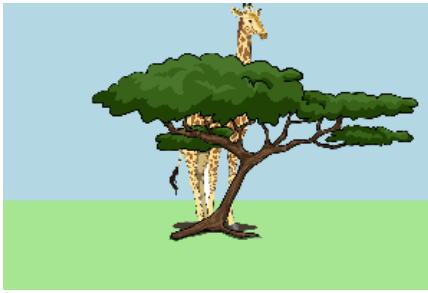


Matching draw-state

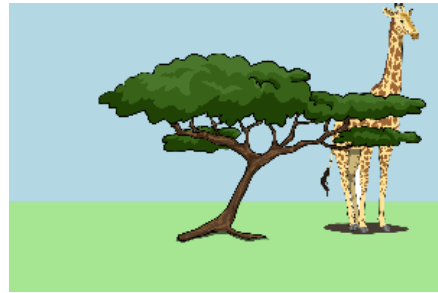
Select the single draw-state function that generates each of the following frames from the given data. (Assume TREE and GIRAFFE are defined images):



`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
```