

```
1 #lang racket
2
3 (define (my-game secret guess)
4   (println (string-append "Your guess is: "
5                           (number->string guess)))
6   (if (equal? secret guess)
7       (println "You win!")
8       (println "Try again. : (")))
9
10  (my-game (/ 405970485 3495) 10000)
11
12  (define (guessing-game secret)
13    (lambda (guess)
14      (println (string-append "Your guess is: "
15                              (number->string guess)))
16      (if (equal? secret guess)
17          (println "You win!")
18          (println "Try again. : ("))))
19
20  (define game-1 (guessing-game (/ 405970485 3495)))
21
22  (game-1 10)
23  (game-1 64)
24
25  (define game-2 (guessing-game (/ 234 2)))
26
27  (game-2 117)
28
29  (list (lambda (x) x) (lambda (x y) (+ x y)))
30
31  (define (weird-map lst v)
32    (if (empty? lst)
33        v
34        (weird-map (rest lst) ((first lst) v))))
35
36  (weird-map (list (lambda (x) (+ 5 x)) (lambda (y) (* y 15))) 10)
```