#lang racket

(define (my-game secret guess)
  (println (string-append "Your guess is: "
             (number->string guess)))
  (if (equal? secret guess)
      (println "You win!"
             (println "Try again. : ("))))
)

(my-game (/ 405970485 3495) 10000)

(define (guessing-game secret)
  (lambda (guess)
    (println (string-append "Your guess is: "
                         (number->string guess)))
    (if (equal? secret guess)
      (println "You win!"
             (println "Try again. : ("))))
  )

(define game-1 (guessing-game (/ 405970485 3495)))

(game-1 10)
(game-1 64)

(define game-2 (guessing-game (/ 234 2)))

(game-2 117)

(list (lambda (x) x) (lambda (x y) (+ x y)))

(define (weird-map lst v)
  (if (empty? lst)
      v
      (weird-map (rest lst) ((first lst) v))))

(weird-map (list (lambda (x) (+ 5 x)) (lambda (y) (* y 15))) 10)