; Introduction to big-bang Animations, Part II
; =============================================

; From
;   • an initial image, and
;   • a unary function with contract image -> image,
; big-bang can animate the sequence of images starting with the
; initial image and repeatedly calling the function to generate
; successive images.

(require picturing-programs)

; Let's try the function
;  flip-vertical : image -> image

"Manually exploring four frames of a potential animation:"

\[
\lambda
\]

(flip-vertical)

\[
\lambda
\]

(flip-vertical (flip-vertical))

\[
\lambda
\]

(flip-vertical (flip-vertical (flip-vertical)))
"Starting the big-bang animation."

(big-bang
  (on-tick flip-vertical 1/4)
  (on-draw show-it))

"That was the last frame of the animation when you stopped it."

; EXERCISE: try some other functions with contract image->image.