Problem 1:
Edit your Frogger project once again. Be sure to fix any and all problems that your graders have (or would have) discovered.

Next, you are to use local and "loop functions" (abstractions such as map, foldr, filter, etc.) wherever your functions may benefit from them, especially for the lists of objects in your project.

You should notice that the length of your program decreases considerably.

Problem 2:
Develop data definitions for binary trees of Symbols, and binary trees of Numbers. The numbers and symbols should occur at the leaf positions only.
Create two instances of each, and abstract over the data definitions.

Design the function height, which consumes any binary tree and computes its height. That is, the maximum number of nodes from the root of the given tree to a leaf. Here are some tests to further explain:

(check-expect (height 5) 0)
(check-expect (height (make-node 'yes (make-node 'no 'maybe))) 2)

HtDP Problems:
20.2.2, 20.2.4, 21.2.1, 21.2.2, 21.2.3