```
(define-struct dillo (length dead?))
(define baby-dillo (make-dillo 8 false))
(define adult-dillo (make-dillo 24 false))
(define huge-dead-dillo (make-dillo 65 true))
(define (can-shelter adillo)
  (and (dillo-dead? adillo)
       (> (dillo-length adillo) 60)))
(check-expect (can-shelter baby-dillo) false)
(check-expect (can-shelter huge-dead-dillo) true)
```

```
(define-struct boa (name length eats))
; a Boa is a (make-boa String Number String)
; interp: a boa constrictor where
;             name is the boa's name
;             length is the boa's length
;             eats is the boa's favorite food
```

```
;; likes-same-food?: Boa Boa → Boolean
;; produces true if both boas have the same
;; favorite food

(define (likes-same-food? boa1 boa2)
     (string=? (boa-eats boa1) (boa-eats boa2)))
```

```
class Dillo {
  int length ;
  boolean isDead ;

  Dillo (int length, boolean isDead) {
    this.length = length ;
    this.isDead = isDead ;
  }
}
```