

Family Trees Recall the data definition for family trees:

A *family-tree* is either:

- 'unknown
- (make-ft name eye-color mom dad)
where *name* and *eye-color* are symbols,
and *mom* and *dad* are *family-trees*.

(define-struct ft (name eye-color mom dad))

Write a function called *path-to-blue-eyes* that finds a path to a blue-eyed ancestor, if one exists and returns #f if there aren't any. A path is represented as a list of symbols, either 'mom or 'dad.

Here are some examples (be sure to use these as tests when developing your function):

```
(define tutu (make-ft 'emily 'brown 'unknown 'unknown))
(define opa (make-ft 'bruce 'blue 'unknown 'unknown))
(define mom (make-ft 'alice 'green tutu opa))
(define dad (make-ft 'bill 'brown 'unknown 'unknown))
(define me (make-ft 'robby 'hazel mom dad))
```

```
(path-to-blue-eyes 'unknown) "should be" #f
(path-to-blue-eyes tutu) "should be" #f
(path-to-blue-eyes opa) "should be" '()
(path-to-blue-eyes mom) "should be" '(dad)
(path-to-blue-eyes dad) "should be" #f
(path-to-blue-eyes me) "should be" '(mom dad)
```

Sets Write a function called *union* that computes the union of two sets. The union of two sets is a set that contains all of the elements in both sets.

Write your data definition for sets, along with any invariants of the data definition and be sure that your function satisfies those invariants.

Here is a function header for *union*

```
;; union : set-of-numbers set-of-numbers → set-of-numbers
;; builds a set of the numbers contained in both s1 and s2
(define (union s1 s2)
  ...)
```