Here is the structure and data definition for a Book:

(define-struct book (title author price))
;; A Book is a structure:
;; (make-book String String Number)

Here are some example books:

(define htdp (make-book "How to Design Programs" "Felleisen" 25))
(define iliad (make-book "The Iliad" "Homer" 15))
(define hp1 (make-book "Harry Potter and the Sorcerer’s Stone" "Rowling" 12))

Design a function which consumes a Book and a Number and produces the cost of buying the given number of copies of the given book. You can use the example books in your examples and tests.