```
In[54]:= (* Coin flip, problem 3 *)

In[55]:= (* Assumption: Coin radius is 1, height is 1 *

In[55]:=

In[56]:= (* Time to go back to initial height *)

In[57]:= timeFunction[v_] := 2 v / 9.8
       timeFunction[4.5]

Out[58]= 0.918367

In[59]:= (* Angular velocity is in radians *)
       (* converts angular velocity to degrees per second *)
       angularToDegrees[a_] := a * (180 / Pi)

       (* Function to find where the coin is roated once it falls back into initial height *)
       finalDegrees[timetofunction_, degrees_] := timetofunction * degrees

       (* Reduces the finalDegrees into a value from 0 to 360 degrees *)
       reducetobounds[finaldegrees_] := finaldegrees - (360 * Floor[finaldegrees / 360])
```