def simulate\_sound\_penetration\_in\_room(power, material, distance): #Adewale Usman

    """Calculates the intensity after attenuation"""

    attenuation = ROOM\_MATERIALS[material]

    intensity = calculate\_sound\_intensity(power, distance)

    attenuated\_intensity = intensity \* (10\*\*(-attenuation \* distance))

    sound\_level = calculate\_sound\_level(attenuated\_intensity)

    return sound\_level