< Back

Tags

**«** Previous

Next >>

# Game Platform 🗹

```
Java SE 21 ②
 Copy to IDE
              Show starting code
  1 •
     public class GamePlatform {
  2 🔻
          public static double calculateFinalSpeed(double initialSpeed, i
  3
              double finalSpeed=initialSpeed;
  4 ▼
              for (int angle: inclinations){
  5 ▼
                  if(angle==0){
  6
                       continue;
                  }
  8 •
                  else{
                       finalSneed-=angle:
     Run
                                                           Tests: 3 pass / 0 fail
                                                Output
  Compilation OK
  All test cases pass, great!
  75.0
Your score is 100%, perfect!
```

## Game Platform 🗹

```
Java SE 21 ②
```

```
1 •
   public class GamePlatform {
2 ▼
       public static double calculateFinalSpeed(double initialSpeed, i
3
            double finalSpeed=initialSpeed;
4 ▼
            for (int angle: inclinations){
5 ▼
                if(angle==0){
6
                    continue;
                }
8 •
                else{
9
                    finalSneed-=angle:
```

Output

Tests: 3 pass / 0 fail

```
Compilation OK
All test cases pass, great!
75.0
```

Your score is 100%, perfect!

#### Tags

## Game Platform 🗹

```
Java SE 21 ②
```

```
1 •
   public class GamePlatform {
2 ▼
       public static double calculateFinalSpeed(double initialSpeed, i
3
            double finalSpeed=initialSpeed;
4 ▼
            for (int angle: inclinations){
5 ▼
                if(angle==0){
6
                    continue;
                }
8 •
                else{
9
                    finalSneed-=angle:
```

Output

Tests: 3 pass / 0 fail

```
Compilation OK
All test cases pass, great!
75.0
```

Your score is 100%, perfect!

### Tags