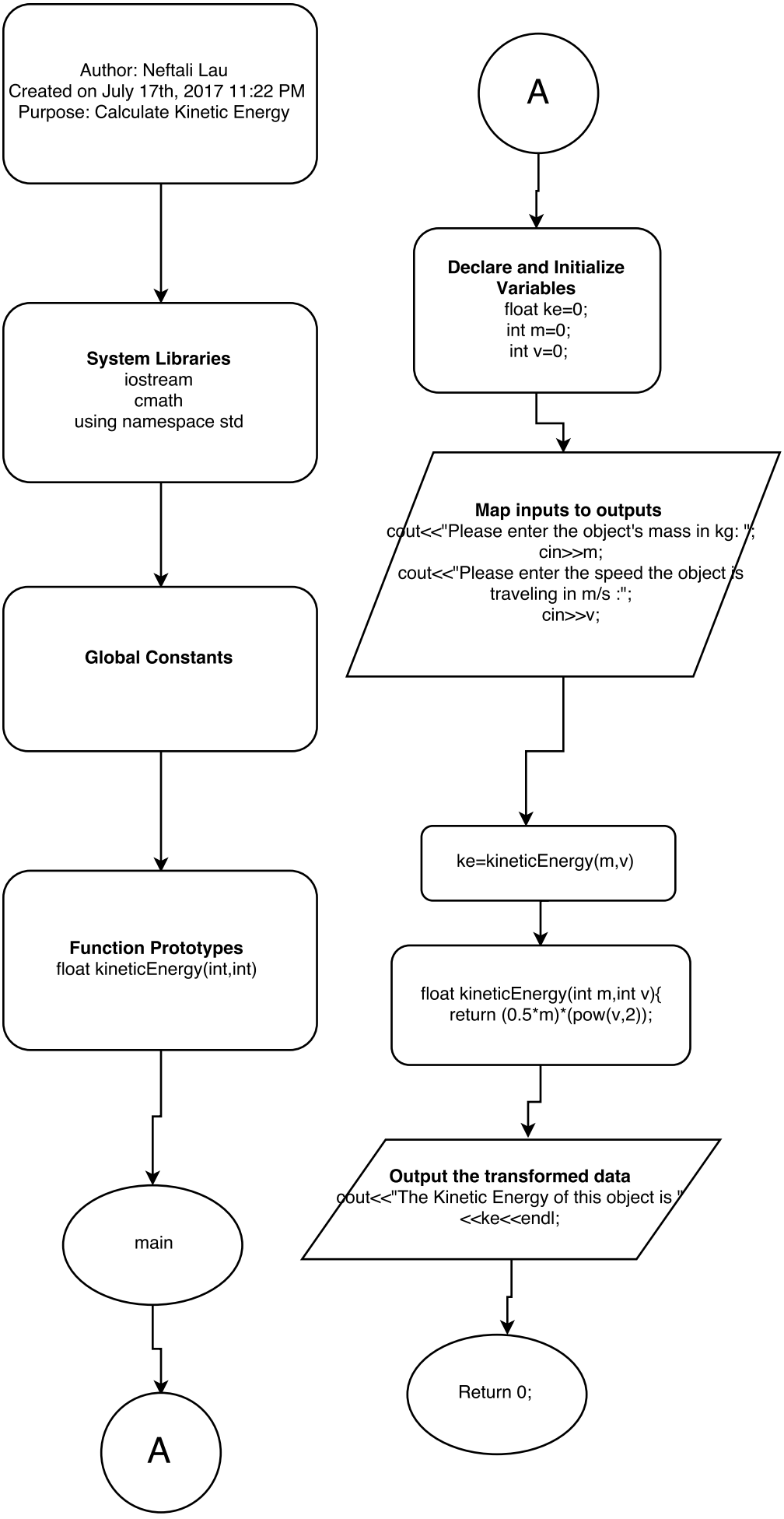
Author: Neftali Lau
Created on July 17th, 2017 11:22 PM
Purpose: Calculate Kinetic Energy
System Libraries
iostream
cmath
using namespace std
Global Constants
Function Prototypes
float kineticEnergy(int,int)
main
A
A
Declare and Initialize Variables
float ke=0;
int m=0;
int v=0;
Map inputs to outputs
cout<<"Please enter the object's mass in kg: ";
cin>>m;
cout<<"Please enter the speed the object is traveling in m/s :";
cin>>v;
ke=kineticEnergy(m,v)
float kineticEnergy(int m,int v){
return (0.5*m)*(pow(v,2));
Output the transformed data
cout<<"The Kinetic Energy of this object is "
<<ke<<endl;
Return 0;