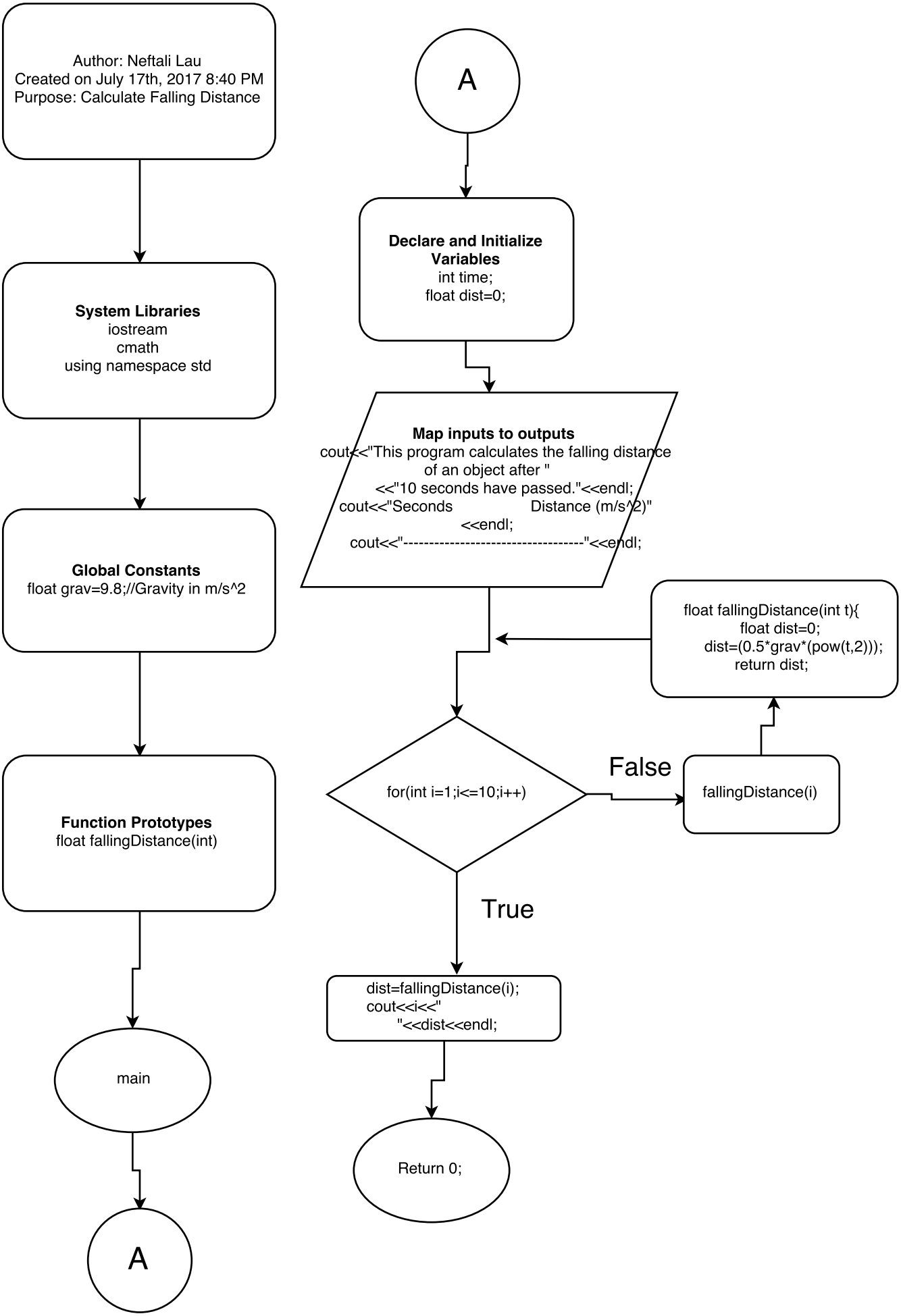
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Created on July 17th, 2017 8:40 PM
Purpose: Calculate Falling Distance
System Libraries
iostream
cmath
using namespace std
Global Constants
float grav=9.8;//Gravity in m/s^2
Function Prototypes
float fallingDistance(int)
main
A
A
Declare and Initialize Variables
int time;
float dist=0;
Map inputs to outputs
cout<<"This program calculates the falling distance of an object after "
<<"10 seconds have passed."<<endl;
cout<<"Seconds Distance (m/s^2)"
<<endl;
cout<<"----------"<<endl;
for(int i=1;i<=10;i++)
False
fallingDistance(i)
float fallingDistance(int t){
float dist=0;
dist=(0.5*grav*(pow(t,2)));
return dist;
True
dist=fallingDistance(i);
cout<<i<<"
"<<dist<<endl;
Return 0;