|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
|  | Calculate the Speed of the Boulder | | | | | |  |
|  |  |  | Test Cases | | |  |  |
|  | Valid | Invalid | | | Boundary | | |
|  | 1 | 2 | 3 | 4 | 5 | 6 | 7 |
| Distance | 10 | -1 | 15 | 69 | 0 | 44 | 59 |
| Time | 5 | 9 | -5 | 87 | 37 | 0 | 36 |
|  |  |  |  |  |  |  |  |
| Speed | 2 | -1 | -1 | -1 | 0 | 0 | 1.63888889 |
| Error |  | The Distance cannot be less than 0 | The Time cannot be less than 0 | The Distance and Time is are too high for this calculation |  |  |  |

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
|  |  | Memory Location | | | |  |  |
|  |  |  | Test Cases | | |  |  |
|  | Valid | Invalid | | | Boundary | | |
|  | 1 | 2 | 3 | 4 | 5 | 6 | 7 |
| Distance | 10 | -1 | 15 | 69 | 0 | 44 | 59 |
| Time | 5 | 9 | -5 | 87 | 37 | 0 | 36 |
| Speed | 2 | -1 | -1 | -1 | 0 | 0 | 1.63888889 |

CalcSpeedofBoulder(distance, time): double

BEGIN

IF (distance < 0)

return -1

IF (time < 0)

Return -1

Speed = distance / time

return speed

END