Clown Cannon 3 Assignment - Robert P.

Test Outputs:

```
ares.harpercollege.edu - PuTTY
e_prevost@ares:~/homeworkAssignments$ ./clownCannon3
Please Input Velocity (in mph) Followed by Angle (in degrees): -1 30
Hey! Please enter a velocity that is greater than 0 and an angle that is between 0 and 90 degrees!
Please Input Velocity (in mph) Followed by Angle (in degrees): -1 30
Hey! Please enter a velocity that is greater than 0 and an angle that is between 0 and 90 degrees! Please Input Velocity (in mph) Followed by Angle (in degrees): 12 -3
Hey! Please enter a velocity that is greater than 0 and an angle that is between 0 and 90 degrees!
Please Input Velocity (in mph) Followed by Angle (in degrees): 12 120
Hey! Please enter a velocity that is greater than 0 and an angle that is between 0 and 90 degrees!
Please Input Velocity (in mph) Followed by Angle (in degrees): 50 50 Distance Travelled By Yikes the Clown in ft: 165.502 ft Time spent in air in seconds: 3.51104 seconds
                                                             y-distance 0.000
                             8.711
17.421
26.132
 0.370
0.554
                              34.843
43.553
 1.294
 1.478
                               78.396
 1.663
                                                             49.173
                             87.107
95.817
104.528
 1.848
 2.033
                                                             48.080
  2.957
                              148.081
                                                              18.576
 3.141
 3.326
                                                              9.835
                              165.502
 3.511
                                                             -0.000
 e_prevost@ares:~/homeworkAssignments$
```

Source Code:

Source Code Text:

```
/* Clown Cannon 3
```

- * Code Made By Robert Prevost
- * Code takes in Max Velocity (mph) and angle (degrees & degrees)
- * Code outputs Total distance travelled and Time spent in air
- * Code also outputs a 20 interval table of x and y coordinates relative to time
- * Code Written On: 9/21/2023

```
#include <iostream>
#include <cstdlib>
#include <ctime>
#include <cmath>
using namespace std;
const double g = 32.0; //ft/sec
int main()
       int velocity = 0;//mph
       int angle = 0;//degrees
       cout << "Please Input Velocity (in mph) Followed by Angle (in degrees): ";
       cin >> velocity >> angle;
       while(velocity < 0 || angle < 0 || angle > 90){
              cout << "Hey! Please enter a velocity that is greater than 0 and an angle that is
between 0 and 90 degrees!" << endl;
               cout << "Please Input Velocity (in mph) Followed by Angle (in degrees): ";
              cin >> velocity >> angle;
       }
       double angleR = angle*M PI/180.0;
       double velocityFPS = (velocity * 5280.0) / 3600.0;
```

```
int increment = 0;
       double x = 0.0, y = 0.0;
       double R = ((pow(velocityFPS, 2.0))/g)*(sin(2*angleR));
       double timeIncrement = ((2*sin(angleR)*velocityFPS)/g)/19.0;
       double time = 0.0;
       cout<< "Distance Travelled By Yikes the Clown in ft: " << R << " ft" << endl;
       cout << "Time spent in air in seconds: " << (2*sin(angleR)*velocityFPS)/g << " seconds"
<< endl:
       cout<< "Time and x-distance and y-distance table in 20 intervals:" << endl;
       cout.precision(3);
       cout.setf(ios::fixed); //non-scientific notation
       cout.setf(ios::showpoint); //show the decimal point no matter what
       cout.setf(ios::left); //left-justify the number
       cout.width(15);
       cout << "time: ";
       cout.width(15);
       cout << "x-distance";
       cout.width(15);
       cout << "y-distance";</pre>
       cout << endl;
       while(increment < 20){
               x = (velocityFPS * cos(angleR)) * time;
               y = ((velocityFPS * sin(angleR)) * time) - (.5*g*pow(time,2));
               cout.width(15);
               cout << time;
               cout.width(15);
               cout << x;
               cout.width(15);
               cout << y;
               cout << endl;
               time += timeIncrement;
               increment++;
       }
       return 0;
}
```