Physics Acceleration w/ User Input

Using a previous lab as a starting point, create a new application that uses the Scanner object and its *nextDouble()* method to accept user input for **v0**, **v1**, and **t**. Please create meaningful user prompts in the order shown below. Make sure your prompts allow input on the same line as the prompt. Also, save this as a new .java file, so you can analyze the differences between the two lab solutions. Here you have used an iterative development strategy to solve a problem. First implementing and testing your acceleration calculation and then adding a user input layer. Breaking algorithms down into smaller sets of concerns can help you solve more complex problems.

Example

```
Enter a value for v0: 5.6
Enter a value for v1: 10.5
Enter a value for t: .5
a = 9.8
```

Deliverables

Make sure your code has the required file header and correctly formatted identifier names, as outlined in the CS Java Documentation Policy under Course Info on D2L.

To receive credit for this lab you must

1. Demonstrate the code and execution to the instructor during this lab, during office hours, or during the next lab period.
2. Zip the src folder in your project directory and upload the instructor approved .java files to the Lab 4 D2L drop box.