Unit 35: Assignment 3

class row

{

public double Time;

public double Altitude;

public double Velocity;

public double Acceleration;

}

List<row> table = new List<row>();

I learned how to use sub routines on visual studio, to control the code to make it do what I want it to do. This was used in my programed code that help make the code for rocket program. I created the classes called altitude velocity and acceleration. i implemented the numbers and fields, I done this to make sure that the code will work effectively. Now I have implemented all of this this part of my code now works.

private void CalculateVelocity()

{

for (int i = 1; i < table.Count; i++)

{

double dA = table[i].Altitude - table[i - 1].Altitude;

double dT = table[i].Time - table[i - 1].Time;

table[i].Velocity = dA / dT;

this part of my program shows the code attempting to calculate velocity and using the methods to attempt to get the answer from the information given. All the methods that were used where calculating derivatives, I have tested each feature in the this part of the code and they all work as intended.

In my program I have used double I have used this double and string. I have used these The String type is for character strings (like names etc). TextBoxes are defined as String types. Note though that this is done automatically for you - i.e. you don't have to declare your TextBoxes as string variables in your code with the Dim statement. he double is a fundamental data type built into the compiler and used to define numeric variables holding numbers with decimal points. C, C++, C# and many other programming languages recognize the double as a type. Doubles where used at the top of our code and the strings where used at the top of the fields

I have used the following operations in my program

private void CalculateVelocity()

{

for (int i = 1; i < table.Count; i++)

{

double dA = table[i].Altitude - table[i - 1].Altitude;

double dT = table[i].Time - table[i - 1].Time;

table[i].Velocity = dA / dT;

}

}

private void CalculateAcceleration()

{

for (int i = 2; i < table.Count; i++)

{

double dV = table[i].Velocity - table[i - 1].Velocity;

double dT = table[i].Time - table[i - 1].Time;

table[i].Acceleration = dV / dT;

}

}

I have used these operations to find out acceleration and velocity, these help me thorugh my assignment to help me complete my code as they are my life line to complete the rest of the code.