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The assignment number: project 1

Lab section: MW 2:00-3:15

If you click the run bottom of the program, you start the game of launching projectile.

The program then will spontaneously generate the distance between you and a wall and the height of the wall. Your goal is to launch a projectile that can successfully pass the wall. Every attempt of launching a projectile will cost 1 point.

First you need to input the speed of your projectile, and the launch angle in degrees. After you click return, the program will tell you whether your projectile successfully pass the wall or hit the wall, and how far it is from the top of the wall. The reflection of the program is picked randomly from 4 sentences.

If your projectile successfully passes the wall, you can choose whether you want to start another round or quit the game. Your score will continue to increment if you choose to continue the game, and will be printed out if you choose to quit the game.

How to score?

If your projectile passes over the wall by 4 meters or less, you get 5 points(so +4 net); if your projectile passes over the wall by more, you get 3 points(so +2 net); if your projectile hit the wall within 4 meters, you get nothing(so -1 net); if your projectile hit the wall far down, you lose 2 points(so -3 net).