

Lab 4

Direction: Submit the typed source code or git url. All tasks must be completed; however, each team member is required to do at least 1 task.

Projectile

For this lab, you will define essential functions to calculate the path of a projectile. A projectile is an object in free fall released at an angle. The equations for an object in free fall are:

$$\begin{aligned}v_f &= v_i + at \\s_f &= s_i + v_i t + \frac{1}{2}at^2 \\v_f^2 &= v_i^2 + 2a(s_f - s_i) \\s_f &= s_i + \frac{1}{2}(v_i + v_f)t\end{aligned}$$

where s , v , a , t are displacement, velocity, acceleration and time respectively. Since a projectile is released at an angle, the equations have a vertical and horizontal version. The main differences are with initial velocity and acceleration. For the vertical equations, displacement is referred to as height, initial velocity is $v \sin \theta$, and acceleration is $-9.8m/s^2$ where v is the magnitude of the total initial velocity. For the horizontal equations, initial velocity is $v \cos \theta$ and acceleration is $0m/s^2$.

Your group will have to rewrite the given functions so that they perform their descriptions correctly. Assume that initial displacement is 0 for both the horizontal and vertical.

I.

Name:	<code>height()</code>
Parameter(s):	<code>v: double</code> <code>t: double</code> <code>a: double</code>
Return:	<code>double</code>
Description:	returns the height for the given initial velocity (v), time (t) and angle (a).

II.

Name:	<code>displacement()</code>
Parameter(s):	<code>v: double</code> <code>t: double</code> <code>a: double</code>
Return:	<code>double</code>
Description:	returns the displacement for the given initial velocity (v), time (t) and angle (a).

III.

Name:	<code>velocity()</code>
Parameter(s):	<code>v: double</code> <code>t: double</code> <code>a: double</code>
Return:	<code>double</code>
Description:	returns the final velocity for the given initial velocity (v), time (t) and angle (a).

IV.

Name:	<code>stats()</code>
Parameter(s):	<code>v: double</code> <code>t: double</code> <code>a: double</code>
Return:	string
Description:	returns a string consisting of the time, velocity, height and displacement in that order each taking up 20 spaces and rounded to two decimal places on its own line.