

## Purpose:

In this assignment, you will be playing with variables to create a program that computes the distance an object will fall in Earth's gravity.

## What to hand in:

Submit your source (Calculator.java) code no later than Sunday, January 17, 2016 @11:59pm to the drop box.

## Marking Scheme:

Your solution be assessed based on the following:

- Code formatting
  - correct indentation
  - appropriately named variables
- Code commenting
  - author and date created
  - brief description of all methods
- Correct calculation of answer

## Part One:

1. Follow the instructions on how to use Netbeans. You can find a quick tutorial in the file: [I. Netbeans\\_window.pdf](#)
2. Read through the document on Netbeans and a Simple Java Program in the file: [II.FirstProject.pdf](#)

## Part Two:

**NOTE:** Remember, in Netbeans you need to create a project.

1. Create a class called Calculator.
2. Type the following initial version:

```
class Calculator{

    public static void main(String[] arguments) {

        double gravity = -9.81; // Earth's gravity in m/s^2
        double initialVelocity = 0.0; double fallingTime =
        10.0; double initialPosition = 0.0;
```

```

        double finalPosition = 0.0;

        System.out.println("The object's position after " +
            fallingTime + " seconds is " + finalPosition + " m.");
    }

}

```

3. Run your code.

4. What is the output of the unmodified program? Include this as a comment in the source code for your submission.

### Part Three:

Modify the example program to compute the finalPosition of an object after falling for 10 seconds, outputting the position in meters. The formula in Math notation is:

$$x(t) = 0.5 \times at^2 + v_i t + x_i$$

Variable	Meaning	Value
a	acceleration (m/s <sup>2</sup> )	-9.81
t	time(s)	10
v	initial velocity (m/s)	0
x <sub>i</sub>	initial position	0

What is the output of the program? Include this as a comment in the source code for your submission.

**NOTE:** The correct value is -490.5 m. Java will output more digits after the decimal place for precision.

**NOTE:** There are a couple of things to think about here. How to use the variables already defined and how to do the math function. Since this is a simple power you could just do multiplication; however, you could go check out the Math library and look up Math.pow()