

```
function glide_range = glide_range(LtoD,h)
% GLIDE_RANGE Glide range for a constant lift to drag ratio
% Inputs are:
%   h           :a scalar altitude in m
%   LtoD        :a scalar lift to drag ratio
%
% Output is:
%   glide_range :a scalar glide range in m

arguments
    LtoD {mustBeScalarOrEmpty, mustBeNumeric, mustBeReal}
    h {mustBeScalarOrEmpty, mustBeNumeric, mustBeReal}
end

glide_range = h*LtoD;
end
```