

```
#include <stdio.h>

int main() {

    float u = 0.0;    // initial velocity in m/s
    float a = 4.0;    // acceleration in m/s^2
    float t = 3.0;    // time in seconds
    float v;          // final velocity

    v = u + a * t;

    printf(" The final velocity of the horse is: %.2lf m/s\n", v);

    float s;

    s = u * t + 0.5 * a * t * t;

    printf(" The distance traveled by the horse is: %.2lf m \n", s);

    return 0;
}
```