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#include <stdio.h>
#include <math.h>

int main() {
    float u = 30.0; // initial velocity in m/s
    float a = 5.0;  // acceleration in m/s^2
    float s = 70.0; // distance in meters
    float v;        // final velocity

    // Calculate the final velocity using the equation  $v^2 = u^2 + 2as$ 
    v = sqrt(pow(u, 2) + 2 * a * s);

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

    return 0;
}
```