

```
function time_hit_ground = objhitground (initial_height , initial_velocity)

    time_hit_ground = (-initial_velocity - sqrt(initial_velocity^2 - 2 * (-9.8) * initial_height)) / (-9.8);

endfunction
```

```
initial_height = 100;

initial_velocity = 20;

time_hit_ground = objhitground (initial_height , initial_velocity);

fprintf("Time to hit ground: %d ", time_hit_ground)
```