

(define ...)▼

```

et
strategy0 ship-state)
strategy1 ship-state)))))

#5
hoice strategy0 strategy1 g)
(ship-state)
  ship-state)
strategy0 ship-state)
strategy1 ship-state)))))

andom-choice2 strategy0 strategy1)
strategy0
strategy1
(lambda (ship-state) (= (random 2) 0))))

eight-choice2 strategy0 strategy1 heightNumber)
strategy0
strategy1
(lambda (ship-state) (> (height ship-state) heightNumber))))

#6
eight-or-random-choice strategy0 strategy1 heightNumber)
(height-choice2 strategy0 strategy1 heightNumber) ;; strategy
(random-choice2 full-burn ask-user) ;; strategy #2: randomly c
(lambda (ship-state) (> (height ship-state) heightNumber))))

#8:
ange the definition of (dt) above to be .98999999999 or someth
as the fuel burn rate. Defines the burn-rate, or acceleration,
<v = at> --> a = v / t. This will land the ship every time.
onstant-acc ship-state)
  (velocity ship-state) dt)))

ersion of #8 which does not work for problem #9 -- this strate
ht is specified to be 30 -- as in (play (height-choice2 no-burn
p, doing (play (height-choice2 no-burn constant-acc 20)) will :

(constant-acc ship-state)
e (square x) (* x x))
quare (velocity ship-state))
2 (height ship-state)))))

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good landing
'game-over
> (play (height-choice2 no-burn constant-acc 20))
(height 50 velocity 0 fuel 20)
(height 50 velocity -0.494444444444 fuel 20)
(height 49.51104938272484 velocity -0.988888888888 fuel 20)
(height 48.53314814817452 velocity -1.483333333332 fuel 20)
(height 47.06629629634904 velocity -1.977777777776 fuel 20)
(height 45.1104938272484 velocity -2.472222222222 fuel 20)
(height 42.66574074087259 velocity -2.966666666664 fuel 20)
(height 39.73203703722163 velocity -3.461111111108 fuel 20)
(height 36.30938271629551 velocity -3.955555555552 fuel 20)
(height 32.39777777809422 velocity -4.449999999996 fuel 20)
(height 27.99722222261778 velocity -4.944444444444 fuel 20)
(height 23.107716049866173 velocity -5.438888888884 fuel 20)
(height 17.72925925983941 velocity -5.933333333328 fuel 20)
(height 11.861851852537484 velocity -0.494444444444 fuel 14.066666666672)
(height 11.372901235262324 velocity -0.494444444444 fuel 13.572222222228)
(height 10.883950617987164 velocity -0.494444444444 fuel 13.07777777784000)
(height 10.395000000712004 velocity -0.494444444444 fuel 12.58333333340000)
(height 9.906049383436844 velocity -0.494444444444 fuel 12.088888888960003)
(height 9.417098766161685 velocity -0.494444444444 fuel 11.594444444520004)
(height 8.928148148886525 velocity -0.494444444444 fuel 11.100000000080005)
(height 8.439197531611365 velocity -0.494444444444 fuel 10.605555555640006)
(height 7.950246914336204 velocity -0.494444444444 fuel 10.111111111200007)
(height 7.461296297061043 velocity -0.494444444444 fuel 9.616666666760008)
(height 6.9723456797858825 velocity -0.494444444444 fuel 9.122222222320008)
(height 6.483395062510722 velocity -0.494444444444 fuel 8.62777777788001)
(height 5.994444445235561 velocity -0.494444444444 fuel 8.13333333344001)
(height 5.5054938279604 velocity -0.494444444444 fuel 7.63888888900001)
(height 5.0165432106852395 velocity -0.494444444444 fuel 7.14444444456001)
(height 4.527592593410079 velocity -0.494444444444 fuel 6.65000000012001)
(height 4.038641976134918 velocity -0.494444444444 fuel 6.15555555568001)
(height 3.549691358859757 velocity -0.494444444444 fuel 5.66111111124001)
(height 3.0607407415845964 velocity -0.494444444444 fuel 5.16666666680001)
(height 2.5717901243094357 velocity -0.494444444444 fuel 4.67222222236001)
(height 2.082839507034275 velocity -0.494444444444 fuel 4.17777777792001)
(height 1.5938888897591144 velocity -0.494444444444 fuel 3.68333333348001)
(height 1.1049382724839538 velocity -0.494444444444 fuel 3.18888888904001)
(height 0.6159876552087933 velocity -0.494444444444 fuel 2.69444444460001)
(height 0.12703703793363275 velocity -0.494444444444 fuel 2.20000000016001)
(height -0.3619135793415278 velocity -0.494444444444 fuel 1.70555555572001)
-0.494444444444

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