$\frac{dh}{dt} = v\begin{cases} dV \\ dt \end{cases} = \text{total force} \quad \frac{50kgm}{dt}$

$\frac{(x)kg\,fuel}{(dt)(next\ time\ interval)} = max\ arg$ rate fuel can be burnt

$(fuel) - (burn\text{-}rate * dt)$

Initial: $= 20kg\,fuel - fuel\,burn * 5s$ $\left(\frac{1kg}{s}\right)$

↳ over next time interval, $\rightarrow (5s)$

a max of $\frac{15kg}{\Delta t}$ can be burnt

$\frac{15kg}{5s} = 3kg/s$

↓

How to change [update] when we don't know what the next Δt will

be??? Are we telling it to
<end-game> if ~~fuel gets to be~~
the user chooses full-burn
and Δt is too large/long, so
that zero fuel is left??