Problem two

This problem had two steps, finding an appropriate algorithm for calculating, and implementation in C.

After some research I found used the haversine formula to transform from range and bearing to latitude and longitude. I had to convert to radians and then back again. As well as account for the type of units used.

I learned over the course of this a few of the ways to transform between range and bearing. as well as a some about their stability. As well as making sure to run a few commonsense tests. I also spent some time considering the how to change between units as well as some of the issues you might have come across if you ran questions that were out of the domain (Range of greater than half the circumference of the earth). Using the haversine formula dealt with these issues nicely, but it was still a consideration.