

Start



```
graph TD; Start([Start]) --> InputG[/Usuario ingresa g (gravedad del planeta)/]; InputG --> InputR[/Usuario ingresa r (radio del planeta en mts)/]; InputR --> Process[Se crea la variable del resultado con formula  
vescape = √ Math.sqrt(2 * g * r)]; Process --> Output[/"La velocidad de escape es de "x mts/s/]; Output --> Exit([Exit]);
```

This flowchart illustrates the process of calculating escape velocity. It begins with a 'Start' terminal, followed by two input steps where the user provides the gravity (g) and the planet's radius (r). These inputs are then used in a process step that calculates the escape velocity using the formula $v_{escape} = \sqrt{2 * g * r}$. The result is displayed in an output step, and the process concludes at an 'Exit' terminal.

Usuario ingresa g
(gravedad del planeta)

Usuario ingresa r (radio
del planeta en mts)

Se crea la variable del resultado
con formula
 $v_{escape} = \sqrt{\text{Math.sqrt}(2 * g * r)}$

"La velocidad de escape es de
"x mts/s

Exit