Equation Solver

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My inspiration

For my project I want to be able to write a program that will take equations such as $d = v_0 * t + \frac{a*t^2}{2}$ and be able to solve them with any information the user is given.

Objective

To create a program that will take physics equations known as kinematics equations and based on the input the user has it will solve for any unknown variable. I will also need to provide concepts such as gravity that are a constant value.

Timeline

From a realistic stand point I expect this project to take me a few weeks, since I only really have common knowledge about Java, however if I work hard and everyday I will not only get this program to work but I will also have expanded my knowledge in the field of programming.

Project Significance

This would be a significant project, because not only would it be a major help in checking ones work, but it will also allow me to get to know programming better, and open my mind to new learning possibilities.

Personal Project Importance

This is important to me because:

- It allows me to get familiar with a programming language

- Allow me to gain useful programming skills

- Act as a guide that will pave the way for my future

Learning Outcome

- Gain knowledge on how Java works

- Understand concepts such as

  - Arrays

- – Files
- – Scanners
- – Recursive Functions
- Gain experience in Java programming

Research or Added Help

I plan to use outside resources such as YouTube & Google to help me get a better understanding for what I want to do, and to help me if I get stuck at any point.

I also plan on asking the people here at UTEP for help and guidance as I progress with this project.