Programming Ideas!

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Equation Solver

What I plan to do it 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.

Programming Language

I plan on using Java for this program.
I plan on using these concepts in my program:

- Methods
- Arrays
- Files
- Scanners
- Recursive Functions

Kinematics

So what is Kinematics?

Well kinematics is a physic concept used to calculate:

- ► Position
- ► Time
- ► Velocity
- ► Acceleration

How exactly will this work?

I expect this program to:

- ▶ Have a gravitational constant $(9.8\frac{m}{s})$
- ▶ Take in variables given from the user
- ▶ Be able to categorize what variable is give
- ▶ Plug in the variables
- ▶ Figure out what is missing
- ▶ Solve for the missing variable

How can I learn about this?

- ▶ 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.

Got Questions????