```
from math import sin, cos, radians

class Projectile:
    def __init__(self, angle, velocity, height):
        #根据给定的发射角度、初始速度和位置创建一个投射体对象
        self.xpos = 0.0
        self.ypos = height
        theta = radians(angle)
        self.xvel = velocity * cos(theta)
        self.yvel = velocity * sin(theta)

    def update(self, time):
        #更新投射体的状态
        self.xpos = self.xpos + time * self.xvel
        yvell = self.yvel - 9.8 * time
        self.ypos = self.ypos + time * (self.yvel + yvell) / 2.0
        self.yvel = yvell

    def getY(self):
        #返回投射体的角度
        return self.ypos

    def getX(self):
        #返回投射体的距离
        return self.xpos
```