# Lab 1 Notes

February 4, 2024

In this module, we first used Python and Spyder to solve a few physics problems. We wrote code that would prompt the user to input values, and then calculate another value using a known equation. For example, in one of our scenarios, we had to write code for when a ball is thrown upwards at a velocity that the user inputs. Then, using the equation below, we were able to calculate how high the ball traveled.

$$\Delta y = \frac{v^2}{2g}$$

We also set up Git and our own Github accounts. Github will be used as our "hub" or a portfolio of sorts, where we will upload all of our work. I also had to install Jupyter Notebook through Git, and LaTeX. I'm having a bit of an "issue" if you could even call it that, with my Github repository, where it uploads to a branch named master instead of main, but I think that it's alright, because all of the information is still there. Below is the logo for Github, which is the website we are using as a portfolio, as previously mentioned.

[3]:
```
from IPython import display
display.Image("https://upload.wikimedia.org/wikipedia/commons/thumb/c/c2/
  ↪GitHub_Invertocat_Logo.svg/1200px-GitHub_Invertocat_Logo.svg.png")
```

[3]: