

Problem A**Authors: Tjalling Ypma****Title: Wind and Waterspray**

An ornamental fountain in a large open plaza surrounded by buildings squirts water high into the air. On gusty days, the wind blows spray from the fountain onto passersby. The water-flow from the fountain is controlled by a mechanism linked to an anemometer (which measures wind speed and direction) located on top of an adjacent building. The objective of this control is to provide passersby with an acceptable balance between an attractive spectacle and a soaking: The harder the wind blows, the lower the water volume and height to which the water is squirted, hence the less spray falls outside the pool area.

Your task is to devise an algorithm which uses data provided by the anemometer to adjust the water-flow from the fountain as the wind conditions change.