```
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 2
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 3
 4
     !Assinment-8: Q5 - Projectile Motion Using Verlet Algorithm
 5
 6
     program Q5
 7
         implicit none
         real::dt,t0,t1,theta
 8
 9
         real*8::x0,v0,x1,vx0,vx1,vy0,vy1,ax,ay,y1,y0
10
         open(1,file='Q5-Position.txt', status='unknown')
11
         open(2,file='Q5-Velocity.txt', status='unknown')
12
13
         dt=1
                               !increement
14
         t0=0.0
15
                               !intial time
         x0 = 0.0d0
                               !intial x position
16
         y0 = 0.0d0
17
                               !intial y position
         v0=1000
                               !initial velocity
18
19
         theta=3.14/6
                               !Angel of throw
20
         vx0=v0*cos(theta)
                               !initial velocity in x direction
                               !initial velocity in y direction
21
         vy0=v0*sin(theta)
22
                                                                                  y"
         write(1,*) "# t
23
24
         write(1,*) t0,x0,y0
                                                                               Vy"
         write(2,*) "# t
25
                                                   Vx
         write(2,*) t0,vx0,vy0
26
27
28
             t1=t0+dt
                              ! time
29
30
             ! X Component
             x1=x0+(vx0*dt)+(0.5d0*ax(t0)*dt**2)
                                                      !Position at time t1
31
             vx1=vx0+(0.5d0*(ax(t1)+ax(t0))*dt)
32
                                                        !velocity at time t1
33
34
             ! Y Component
35
             y1=y0+(vy0*dt)+(0.5d0*ay(t0)*dt**2)
                                                      !calculating value of x at time t1
             vy1=vy0+(0.5d0*(ay(t1)+ay(t0))*dt)
                                                        !calculating value of x velocity at
36
     time t1
37
38
             if (y1<0.0d0) exit
39
             write(1,*) t1,x1,y1
40
             write(2,*) t1,vx1,vy1
41
42
             t0=t1
             x0=x1
43
             y0=y1
44
45
             vx0=vx1
46
             vy0=vy1
         enddo
47
48
    end program Q5
49
     function ax(t)
50
51
         implicit none
52
         real,intent(in)::t
53
         real*8::ax
54
         ax=0.0d0
                       ! acceleration along x direction
55
56
         return
57
     end function ax
58
59
     function ay(t)
         implicit none
60
61
         real,intent(in)::t
         real*8::ay
62
63
64
         ay = -9.8d0
                        ! acceleration along y direction
65
         return
    end function ay
66
```