## Write algorithm for Lab1 here.

## Remember to follow the rules of what makes a good algorithm from Notes #2.

Algorithm

1. Import built in math module
2. Display greeting and purpose of program: “Welcome! This program predicts how far a ski jumper will jump given the type of ski jump and the jumper's speed”
3. Prompt user to input hill type
4. Catch if the user inputs wrong type of value using lower() and strip()
5. If user inputs normal hill:
   1. Height = 46
   2. Points per M = 2
   3. Par(distance)=90
6. Else if user inputs large hill:
   1. Height = 70
   2. Points per meter = 1.8
   3. Par(distance) = 120
7. Otherwise:
   1. Output “Please enter a valid value (Normal or Large)”
   2. Exit ()
8. Prompt user to input jumper’s speed
9. Calculate time in the air using: sqrt((2\*height)/9.8)
10. Calculate distance traveled using jumper’s speed \* time in air
11. Calculate the points earned using: 60 + (distance - par) \*points\_per\_meter
12. Output distance
13. Output points earned
14. If points earned >= 61:
    1. Output “Great job for doing better than par!

Else if points earned < 10:

* 1. Output "What happened??”

Otherwise:

* 1. Output “Sorry you didn’t go very far”