## Write algorithm for Lab1 here.

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

Algorithm

Step 1: Ask user to input a hill type.

Step 2: Ask user to input the speed the jumper is going.

Step 3: Use an “if” statement to set constants height, points per meter, and par for the two hill types: Normal and Large.

Step 4: Calculate the time in air using the height and assign the value.

Step 5: Calculate the distance of the jumper using jumper speed and time in air and assign the value.

Step 6: Use the distance and par to calculate the overall points and assign the value.

Step 7: If points are greater than 61, output “Great job for doing better than par!”.

Step 8: If points are less than or equal to 10, output “What happened??”.

Step 9: Otherwise, code should output “Sorry you didn’t go very far”

Step 10: Code should output their final distance and final points.