## Write algorithm for Lab1 here.

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

Algorithm

1.     Ask user to input the hill type, using the variable hill\_type (Normal or large)

2.     If hill\_type is normal, height = 46, par = 90, and points\_per\_meter = 2

3.     If the hill\_type is large, height = 70, par = 120, and points\_per\_meter = 1.8

4.     Ask user to input the jumper’s speed at the end of the ramp, creating the variable jumper\_speed as a float

5.     Calculate the time in the air using sqrt((2\*height)/9.8, creating the variable time\_in\_air as a float

6.     Calculate the distance travelled using jumper\_speed \* time\_in\_air, creating the variable distance as a float

7.     Calculate points earned using 60 + (distance – par)\*points\_per\_meter, creating the variable total\_points as a float

8.     If total\_points >= 61, output “Great Job for doing better than par!”

9.     If total\_points < 10, output “What happened??”

10.  Otherwise, output “Sorry you didn’t go far”

11.  Output distance and total\_points to the user.

Yellow = output

Red = calculation

Blue = input