## 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,
   1. height = 46, par = 90, and points\_per\_meter = 2
3. Otherwise if the hill\_type is large,
   1. 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,
   1. output “Great Job for doing better than par!”
9. If total\_points < 10,
   1. output “What happened??”
10. Otherwise,
    1. output “Sorry you didn’t go far”
11. Output distance and total\_points to the user.

Yellow = output

Red = calculation

Blue = input