## Write algorithm for Lab3 here.

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

Algorithm

1. Define the variables hill type, points per meter, height, and par.
2. Ask user for hill type, time in the air, distance, and jumpers speed at the end of the ramp.
3. Calculate the time in air using the equation:

sqrt((2\*height)/9.8)

1. Then calculate the distance traveled using the equation:

Jumpers speed \* Time in air

1. After, calculate the amount of points they would get on the chosen hill using the equation:

60 + (distance – par) \* points per meter

1. If points are greater than or equal to 61:

Output “Great job for doing better than par”

1. Otherwise: If points are less than 10:

Output: “What happened??”

1. Otherwise:

Output: “Sorry you didn’t go very far”

1. Output distance and points