## Write algorithm for Lab3 here.

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

Algorithm

1. Prompt user to type in Hill Type
   1. If Hill Type is Normal: use 46 meters for height, 2 points per meter, and 90 meter par distance
   2. If Hill Type is Large: use 70 meters for height, 1.8 points per meter, and 120 meter par distance
   3. Otherwise:

Output: “not acceptable”

1. Prompt user to input jumpers speed to define the jumprs speed variable
2. 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:
   1. Output “Great job for doing better than par”
2. Otherwise: If points are less than 10:
   1. Output: “What happened??”
3. Otherwise:
   1. Output: “Sorry you didn’t go very far”
4. Output distance and points