## 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
2. If Hill Type is normal
   1. use 46 meters for height, 2 points per meter, and 90 meter par distance
3. If Hill Type is large
   1. use 70 meters for height, 1.8 points per meter, and 120 meter par distance
4. Otherwise
   1. Output “not acceptable”
5. Prompt user to input jumpers speed to define the jumpers speed variable
6. Calculate the time in air using the equation:
   1. sqrt((2\*height)/9.8)
7. Then calculate the distance traveled using the equation:
   1. Jumpers speed \* Time in air
8. After, calculate the amount of points they would get on the chosen hill using the equation:
   1. 60 + (distance – par) \* points per meter
9. If points are greater than or equal to 61:
   1. Output “Great job for doing better than par”
10. If points are less than 10:
    1. Output: “What happened??”
11. Otherwise:
    1. Output: “Sorry you didn’t go very far”
12. Output distance and points