## Write algorithm for Lab1 here.

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

Algorithm

1. Write algorithm for Lab1 here.
2. Remember to follow the rules of what makes a good algorithm from Notes #2.

Algorithm

1. Prompt user to enter hill type (What hill type did you ski on? Nomral or large?)
2. Prompt user to enter speed (What was your speed?)
3. Set par, points per meter, and height to 0
4. If hill type is normal:
   1. par = 90
   2. Points per meter = 2
   3. Height = 46
5. Otherwise, if hill type is large:
   1. Par = 120
   2. Points per meter 1.8
   3. Height = 70
6. Otherwise
   1. Output “Invalid hill type”
7. Calculate the time in air using: sqrt((2\*height)/9.8
8. Calculate the distance using: jumpers speed \* time in air
9. Calculate the points earned using: 60 + (distance – par) \* points per meter
10. If points are >= 61
    1. Output “Great job for doing better than par!”
11. Otherwise, if points are < 10:
    1. Output to user “What happened??”
12. Otherwise:
    1. Output to user “Sorry you didn’t go very far”
13. Output to user their distance (“You traveled \_\_\_.”)
14. Output to user their points ( “Your points are\_\_”)