

CIEG 675

Homework #7 Due **Wednesday, April 29, 2009**

Just one problem. Recall when you were a kid (ok you are too young).... There used to be a game on the old RadioShack computers where you were responsible for providing an initial trajectory angle to a munitions expert so they could try to hit a target a known distance away with a mortar round (see picture below). You can either make the initial velocity constant or have the user provide as an input (I used 250 m/s). Redevelop that game in matlab where the inputs to your function are shot angle and target distance. Assume for simplicity launch and target are located at the same elevation unless you want to have elevation be an input as well. Assume a HIT if the mortar strikes within 10 m of the target. To make it fun, plot intermediate steps on the screen by investigating the usage of **pause(n)**. Neglect air drag.

