**Elevation**

**Directions:** Imagine that an object is fired upward at some initial velocity. This program computes the height of an object over time using the following formula:

*height = velocity \* time – ½ GRAVITY \**

GRAVITY is a constant double variable which equals 9.81m/. Initial Velocity will be specified by the user and *height* will be calculated in the for-loop. The *time* variable is simply a count variable that will be declared and initialized in the for-loop, and increased by 1 after each iteration.

A sample printout:

