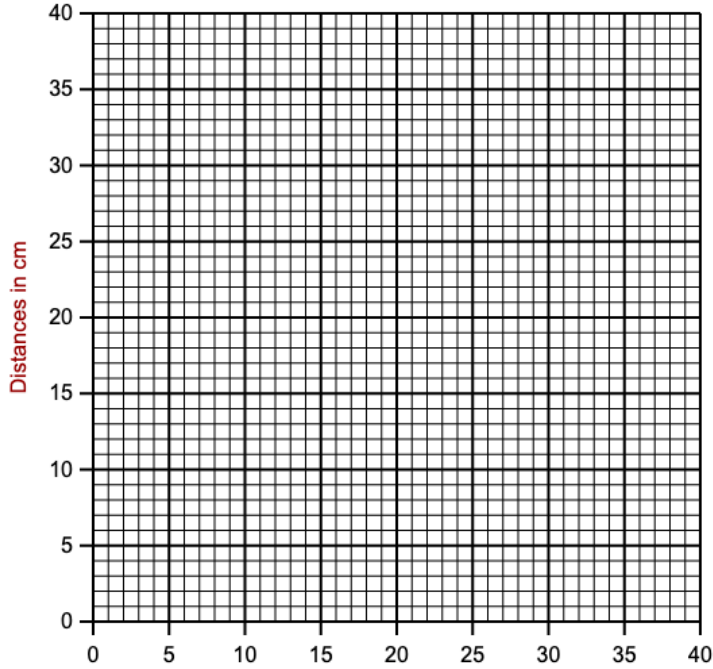


# Speed of Pac-Man in 2D

Step 1: Show the timed path of your Pac-Man on the axes below. Also give the time that this path required



Step 2: Calculate the x and y speeds for your Pac-Man. Show your work neatly in the space below

Step 3: Calculate the total speed of Pac-Man. Enter your answers into the program to make sure you did everything correctly

Step 4 (Optional): Calculate the angle the Pac-Man is traveling relative to the x-axis