Learning Objectives:
• Get some more practice with functions
• Deeply and truly believe that functions can be reusable in a variety of different contexts, and that this is A Good Thing (tm).

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Program 1 ("scientist"):

var distanceMiles =
    parseFloat(prompt("How far did the cheetah run?"));
var timeSec =
    parseFloat(prompt("How many seconds did it run?"));

// var timeHours = timeSec / 60 / 60;

var avgSpd = averageSpeed(distanceMiles, timeSec / 60 / 60);

alert("The cheetah averaged " + avgSpd + " mph.");
Program 2 ("trackStar"):

```javascript
var seconds = parseInt(prompt(
    "How many seconds did it take you to run that quarter mile?"));

var avgs = averageSpeed(1/4, seconds / 60 / 60);

alert("You sprinted an average of " + avgs + " mph!");
```
Program 3 ("storeRun"):

```javascript
var storeDist = parseFloat(prompt("How far is it to the store?"));
var totalTimeMins = parseFloat(prompt("How long were you gone?"));
var storeTimeMins = parseFloat(prompt("How long were you in the store?
"));

var roundTripDistance = storeDist * 2;

var timeOnRoadMins = totalTimeMins - storeTimeMins;
var timeOnRoadHours = timeOnRoadMins / 60;

var avgSpeed = averageSpeed(roundTripDistance, timeOnRoadHours);

alert("You averaged " + avgSpeed + " mph on the road!");
```