

PROJECT REPORT

SLING-SHOT

- This is a basic prototype of a simple sling shot or a catapult .
- It is present in the gravitational environment.

LANGUAGES USED:

1. The project is totally based on javascript.
2. The module used is 'canvas.js' provided by the Zense Club.

HOW TO USE:

1. Drag the ball given to stretch it and release to shoot.
2. The more you drag away from initial position, more is the power of the shooter.
3. The ball resets to initial position automatically when it leaves the frame of the canvas.

PRINCIPLE BEHIND THE PROJECT:

Principle behind this project is that the coordinates of the ball are rendered after each small time interval. So there have been some assumptions taken in the physics laws of motion in that small time interval which are like acceleration is assumed to be 0 in that small time interval.

REFERENCES:-

<https://www.youtube.com/playlist?list=PL4cUxeGkcC9i5yvDkJgt60vNVWffpblB7>

<https://html5dog.com/guides/javascript/>

<https://flaviocopes.com/canvas/>

https://www.w3schools.com/graphics/canvas_intro.asp

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