



**Vec**  
2D vector class to handle position, and force on each dimension of an object

**Obj**  
Base object class. contains velocity and acceleration. All shapes inherient from Obj class and Collsion and Engine work on Obj pointers.

**Collision**  
Handles all collision types uses **TYPE** to determine type of collision Operates distinctly on Obj\* which may point to objects of types Sphere,Plane,Triangle.

**Engine:**  
Handles simulation through Runge-Kutta Fourth order method. Uses **Collision** to solve collisions between objects.

**MainWindow**  
Draws each state of **Engine**.

**TYPE**  
**enum**  
Helps tell apart objects being pointed to by Obj\* in **Collision** and **Engine**