**PS3 N-Body Simulation**

This assignment also had two parts A and B.

The main point for this assignment was read the information from the planets.txt file and put the object to the right position on the SFML windows. I pretty much watched the online lecture from Fred Martin that he went through the lecture and explained about the homework. It made me have a better idea how to write the header and its functions to make the program run as homework.

What I did for this assignment was create a Body class with hold all the information form the file such as x, y position and mass. I used the <vector> library to create an array of objects and push all the information need to calculate in the Body, after I got all the information I wanted, I will call it out and display it on the SFML windows.

The hard part for this assignment was part B which added the physics simulation and the animation that I had created in part A. The header file was almost the same but I do need to work on the main file which was for the planets moving around the Sun. I got to calculate the Acceleration and the Velocity for each planet to make sure that it is responding correctly to the assignment wanted. This assignment took me like three days to think about the calculation and remind me of most physics laws.

Output:

