# Some Course on Something

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#### ${\rm YES}$

### 1 Introduction

- 1.1 Why are Simulations Used?
- 1.2 Python
- 1.3 A Bit About Git
- 1.4 Some Mathematical Background

## 2 Simulating Simple Mechanics

- 2.1 Forward Euler Method
- 2.2 Backward Euler Method
- 2.3 Verlet Integration
- 2.4 Runge-Kutta Method