

Physics for Video Games

with Classic VPython

Programs and Games Only

Aaron Titus

High Point University

Spring 2013

<http://physics.highpoint.edu/~atitus/>

Copyright (c) 2011 by A. Titus. This lab manual is licensed under the Creative Commons Attribution-ShareAlike license, version 1.0, <http://creativecommons.org/licenses/by-sa/1.0/>. If you agree to the license, it grants you certain privileges that you would not otherwise have, such as the right to copy the book, or download the digital version free of charge from <http://physics.highpoint.edu/~atitus/>. At your option, you may also copy this book under the GNU Free Documentation License version 1.2, <http://www.gnu.org/licenses/fdl.txt>, with no invariant sections, no front-cover texts, and no back-cover texts.

Contents

1	PROGRAM: Introduction to VPython	6
2	PROGRAM – Uniform Motion	12
3	PROGRAM – Lists, Loops, and Ifs	18
4	PROGRAM – Keyboard Interactions	24
5	PROGRAM – Collision Detection	28
6	GAME – Pong.	34
7	PROGRAM – Modeling motion of a fancart	40
8	GAME – Lunar Lander	46
9	GAME – Tank Wars	52
10	PROGRAM – Modeling motion with friction.	60
11	GAME – Asteroids	64

1 PROGRAM: Introduction to VPython

Apparatus

Computer

VPython – www.vpython.org

Goal

The purpose of this experiment is to write your first program in a language called Python. We will use a package Visual that gives Python the capability of doing vector algebra and creating 3D objects in a 3D scene. The use of Python with the Visual package is called VPython. The capability of 3D graphics with vector mathematics makes it a great tool for simulating physics phenomena. In this lab, you will learn:

- how to use VIDLE, the integrated development editor for VPython.
- how to structure a simple computer program in VPython.
- how to create 3D objects such as spheres and arrows.

Setup

If not already installed, be sure to install Python and Visual on your computer. It is available for Mac, Linux, and Windows. Be sure to follow the download instructions at <http://www.vpython.org>.

Procedure

Opening the editor VIDLE

1. After installation of both Python and Visual, find the application “IDLE” or maybe “VIDLE” and open it. This is a text editor where you will write and run your programs.

Starting a program: Setup statements

2. Enter the following two statements in the IDLE editor window.

```
from __future__ import division
from visual import *
```

Every VPython program begins with these setup statements.

The first statement (`from space underscore underscore future underscore underscore space import space *`) tells the Python language to treat $1/2$ as 0.5 . Without the first statement, the Python programming language does integer division with truncation and $1/2$ is zero!

The second statement tells the program to use the package “visual” which will give Python the capability to handle 3D graphics and vector arithmetic.

3. Save the program. In the VIDLE editor, from the File menu, select Save. Browse to a location where you can save the file, and give it the name “vectors.py”. YOU MUST TYPE the “.py” file extension because VIDLE will NOT automatically add it. Without the “.py” file extension VIDLE won’t display statements in a different font color.

Creating an object

4. Now tell VPython to make a sphere. On the next line, type:

```
sphere()
```

This statement tells the computer to create a sphere object.

5. Run the program by pressing F5 on the keyboard. Two new windows appear in addition to the editing window. One of them is the 3-D graphics window, which now contains a sphere.

The 3-D graphics scene

By default the sphere is at the center of the scene, and the “camera” (that is, your point of view) is looking directly at the center.

6. Hold down both mouse buttons and move the mouse forward and backward to make the camera move closer or farther away from the center of the scene. (On a Mac, hold down the option key while moving the mouse forward and backward.)
7. Hold down the right mouse button alone and move the mouse to make the camera “revolve” around the scene, while always looking at the center. (On a Mac, in order to rotate the view, hold down the Command key while you click and drag the mouse.)

When you first run the program, the coordinate system has the positive x direction to the right, the positive y direction pointing up, toward the top edge of the monitor, and the positive z direction coming out of the screen toward you. You can then rotate the camera view to make these axes point in other directions.

The Python Shell window is important – Error messages appear here

IMPORTANT: Arrange the windows on your screen so the Shell window is always visible. DO NOT CLOSE THE SHELL WINDOW. KILL the program by closing only the graphic display window.

The second new window that opened when you ran the program is the Python Shell window. If you include lines in the program that tell the computer to print text, the text will appear in this window.

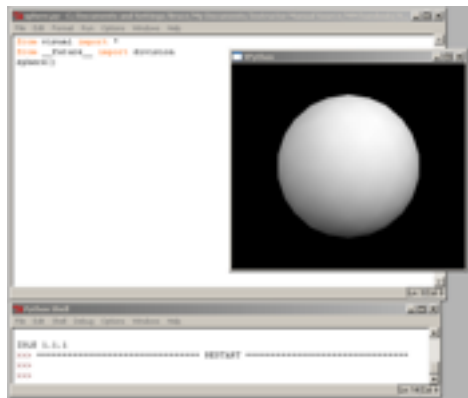


Figure 1.1: Arrange the IDLE windows so that you can see the Shell.

8. Use the mouse to make the Python Shell window smaller, and move it to the lower part of the screen as shown below. Keep it open when you are writing and running programs so you can easily spot error messages, which appear in this window.
9. Make your edit window small enough that you can see both the edit window and the Python Shell window at all times. Do not expand the edit window to fill the whole screen. You will lose important information if you do!
10. To kill the program, close only the graphics window. Do not close the Python Shell window.

Error messages: Making and fixing an error

To see an example of an error message, let's try making a spelling mistake.

11. Change the third statement of the program to the following:

```
phere()
```

12. Run the program.

There is no function or object in VPython called `phere()`. As a result, you get an error message in red text in the Python Shell window. The message gives the filename, the line where the error occurred, and a description of the error. For example:

```
Traceback (most recent call last):
  File "/Users/atitus/Documents/courses/PHY221/presentations/chapter-01/lab/
vpython/vectors.py", line 4, in <module>
    phere()
NameError: name 'phere' is not defined
```

Read error messages from the bottom up. The bottom line contains the information about the location of the error.

13. Correct the error in the program. Whenever your program fails to run properly, look for a red error message in the Python Shell window.

Even if you don't understand the error message, it is important to be able to see it, in order to find out that there is an error in your code. This helps you distinguish between a typing or coding mistake, and a program that runs correctly but does something other than what you intended.

Changing “attributes” (position, size, color, shape, etc.) of an object

Now let's give the sphere a different position in space and a radius.

14. Change the last line of the program to the following:

```
sphere(pos=(-5,2,3), radius=0.40, color=color.red)
```

15. Run the program. Experiment with other changes to `pos`, `radius`, and `color`, running the program each time you change something.

16. Find answers to the following questions:

QUESTIONS TO ANSWER ABOUT SPHERES:

What does changing the `pos` attribute of a sphere do?

What does changing the `radius` attribute of a sphere do?

What does changing the `color` attribute of a sphere do? What colors can you use? (Note: you can try `color=(1,0.5,0)` for example. The numbers stand for RGB (Red, Green, Blue) and can have values between 0 and 1. Can you make an purple sphere? Note that colors such as cyan, yellow, and magenta are defined, but not all possible colors are defined. Choose random numbers between 0 and 1 for the (Red, Green, Blue) and see what you get.

Autoscaling and units

VPython automatically zooms the camera in or out so that all objects appear in the window. Because of this autoscaling, the numbers for the pos and radius can be in any consistent set of units, like meters, centimeters, inches, etc. For example, this could represent a sphere with a radius 0.20 m at the position (2,4,0) m. In this course we will often use SI units in our programs (“Systeme International”, the system of units based on meters, kilograms, and seconds).

Creating a box object

Another object that we will often create is a box. A box is defined by its position, axis, length, width, and height as shown in Figure 1.2.

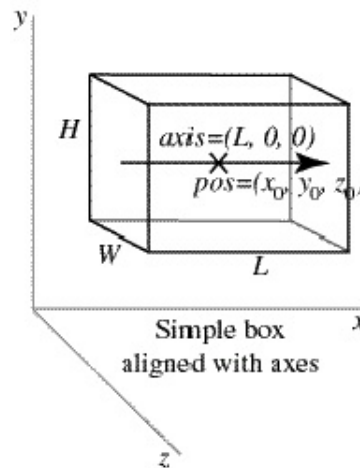


Figure 1.2: Attributes of a box.

17. Type the following on a new line, then run the program:

```
box(pos=(0,0,0), length=2, height=1, width=0.5, color=color.orange)
```

18. Change the length to 4 and rerun the program.

19. Now change its height and rerun the program.

20. Similarly change its width and position.

QUESTIONS TO ANSWER ABOUT BOXES:

Which dimension (length, width, or height) should be changed to make a box that is longer along the y-axis?

What point does the position refer to: the center of the box, one of its corners, the center of one of its faces, or some other point?

Comment lines (lines ignored by the computer)

Comment lines start with a # (pound sign). A comment line can be a note to yourself, such as:

```
# units are meters
```

Or a comment can be used to remove a line of code temporarily, without erasing it.

21. Put a `#` at the beginning of the line creating the box, as shown below.

```
#box(pos=(0,0,0), length=2, height=1, width=0.5, color=color.orange)
```

22. Run the program. What did you observe?
23. Uncomment that line by deleting the `#` and run the program again. The box now appears.

Naming objects; Using object names and attributes

We will draw a tennis court and will change the position of a tennis ball.

24. Clean up your program so it contains only the following objects:

A green box that represents a tennis court. Make it 78 ft long, 36 ft wide, and 4 ft tall. Place its center at the origin.

An orange sphere (representing a tennis ball) at location $\langle -28, 5, 8 \rangle$ ft, with radius 1 ft. Of course a tennis ball is much smaller than this in real life, but we have to make it big enough to see it clearly in the scene. Sometimes we use unphysical sizes just to make the scene pretty.

(Remember, that you don't type the units into your program. But rather, you should use a consistent set of units and know what they are.)

25. Run your program and verify that it looks as expected. Use your mouse to rotate the scene so that you can see the ball relative to the court.
26. Change the initial position of the tennis ball to $\langle 0, 6, 0 \rangle$ ft.
27. Run the program.

28. Sometimes we want to change the position of the ball after we've defined it. Thus, give a name to the sphere by changing the `sphere` statement in the program to the following:

```
tennisball = sphere(pos=(0,6,0), radius=1, color=color.orange)
```

We've now given a name to the sphere. We can use this name later in the program to refer to the sphere. Furthermore, we can specifically refer to the attributes of the sphere by writing, for example, `tennisball.pos` to refer to the tennis ball's position attribute, or `tennisball.color` to refer to the tennis ball's color attribute. To see how this works, do the following exercise.

29. Start a new line at the end of your program and type:

```
print(tennisball.pos)
```

If you are using an older version of VPython, you may have to print the position using the syntax:

```
print "tennisball.pos"
```

30. Run the program.
31. Look at the text output window. The printed vector should be the same as the tennis ball's position.
32. Add a new line to the end of your program and type:

```
tennisball.pos=vector(32,7,-12)
```

When running the program, the ball is first drawn at the original position but is then drawn at the last position. Note that whenever you set the position of the tennis ball to a new value in your program, the tennis ball will be drawn at that position. You may have noticed a very quick flash after you first run your program, showing the ball drawn at the first position and then redrawn at the new position.

33. Add a new line to the end of your program and type:

```
print(tennisball.pos)
```

(Or just copy and paste your previous print statement.)

34. Run your program. It now draws the ball, prints its position, redraws the ball at a new position, and prints its position again. As a result, you should see the following two lines printed:

```
<0, 6, 0>  
<32, 7, -12>
```

Of course, this happens faster than your eye can see it which is why printing the values is so useful.

Analysis

We are going to begin writing a program that will later become the game Missile Command, and we will use what we learned in this tutorial.

C Do all of the following.

1. Create a new blank file and name it *missile-command.py*.
2. Create a green box that is at the location (0,-950,0), has a length=2000, height=100, and width=50 units.
3. Create a red sphere at (-500,950,0) with a radius of 50.
4. Create a magenta box at (750,-850,0) with a length=100, height=100, and width=50 units.

B Do everything for **C** and the following.

1. Name the sphere `source1`.
2. Name the box `city1`.

A Do everything for **B** with the following modifications and additions.

1. Create a total of 3 red spheres that are equally spaced across the top of the window. Remember that the green box has a length of 2000 which determines the width of the window. Name the spheres from left to right: `source1`, `source2`, and `source3`.
2. Create a total of 6 magenta cities that are equally spaced across the top of the green box. Name them `city1` through `city6`, from left to right.

2 PROGRAM – Uniform Motion

Apparatus

Computer
VPython – www.vpython.org

Goal

The purpose of this activity is to learn how to use VPython to model uniform motion (i.e. motion with a constant velocity).

Introduction

General structure of a program

In general, every program that models the motion of physical objects has two main parts:

1. **Before the loop:** The first part of the program tells the computer to:
 - (a) Create 3D objects.
 - (b) Give them initial positions and velocities.
 - (c) Define numerical values for constants we might need.
2. **The while loop:** The second part of the program, the loop, contains the lines that the computer reads to tell it how to update the positions of the objects over and over again, making them move on the screen.

To learn how to model the motion of an object, we will write a program to model the motion of a ball moving with a constant velocity.

Procedure

Before you begin, it will be useful to look back at your notes or a previous program to see how you created a sphere and box.

1. Open a new window in VPython.
2. Enter the following two statements in the IDLE editor window.

```
from visual import *
```
3. Save this file with a new name like `ball-uniform-motion.py`.
4. Add the line below to create a track that is at the origin and has a length of 3 m, a width of 0.1 m, and a height of 0.05 m. Note that the y-position is -0.075 m (below zero) so that we can place a ball at $y = 0$ such that it appears to be on top of the track..

```
track=box(pos=vector(0,-0.075,0), size=(3,0.05,0.1), color=color.white)
```

5. Create a ball (i.e. sphere) at the position $(-1.4, 0, 0)$ m. Choose its radius to be an appropriate size so that the ball appears to be on top of the track.
6. Run your program. The ball should appear to be on the top of the track and should be on the left side of the track as shown in Figure 2.1.



Figure 2.1: A ball on a track.

Now, we will define the velocity of the ball to be to the right with a speed of 0.3 m/s. A unit vector that points to the right is $(1, 0, 0)$. So, the velocity of the ball can be written on paper as:

$$\begin{aligned}\vec{v} &= |\vec{v}| \hat{v} \\ &= 0.3 * (1, 0, 0)\end{aligned}$$

Next we will see how to write this in VPython.

7. Just as the position of the ball is referenced as `ball.pos`, let's define the ball's velocity as `ball.v` which indicates that `v` is a property of the object named `ball`. To do all of this, type this line at the end of your program.

```
ball.v=0.3*vector(1,0,0)
```

This statement creates a property of the ball `ball.v` that is a vector quantity with a magnitude 0.3 that points to the right.

8. Whenever you want to refer to the velocity of the ball, you must refer to `ball.v`. For example, type the following at the end of your program.

```
print(ball.v)
```

9. When you run the program, it will print the velocity of the ball as a 3-D vector as shown below:

```
<0.3, 0, 0>
```

Define values for constants we might need

To make an object move, we will update its position every Δt seconds. In general, Δt should be small enough such that the displacement of the object is small. The size of Δt also affects the speed at which your program runs. If it is exceedingly small, then the computer has to do lots of calculations just to make your object move across your screen. This will slow down the computer.

10. For now, let's use 1 hundredth of a second as the time interval, Δt . At the end of your program, define a variable `dt` for the time interval.

```
dt=0.01
```

11. Also, let's define the total time `t` for the clock. The clock starts out at $t = 0$, so type the following line.
`t=0`

That completes the first part of the program which tells the computer to:

- (a) Create the 3D objects.
- (b) Give the ball an initial position and velocity.
- (c) Define variable names for the clock reading `t` and the time interval `dt`.

Create a “while” loop to continuously calculate the position of the object.

We will now create a `while` loop. Each time the program runs through this loop, it will do two things:

- (a) Calculate the displacement of the ball and add it to the ball’s previous position in order to find its new position. This is known as the “position update”.
- (b) Calculate the total time by incrementing t by an amount dt through each iteration of the loop.
- (c) Repeat.

12. For now, let’s run the animation for 10.0 s. On a new line, begin the `while` statement. This tells the computer to repeat these instructions as long as $t < 10.0$ s.

```
while t < 10.0:
```

Make sure that the `while` statement ends with `:` because Python uses this to identify the beginning of a loop.

To understand what a while loop does, let’s update and then print the clock reading.

13. After the `while` statement, add the following line. Note that it must be indented.

```
    t=t+dt
```

After adding this line, your `while` loop will look like:

```
while t < 10.0:
    t=t+dt
```

Note that this line takes the clock reading t , adds the time step dt , and then assigns the result to the clock reading. Thus, through each pass of the loop, the program updates the clock reading.

14. Print the clock reading by typing the following line at the end of the while loop (again, make sure it’s indented) and run your program.

```
        print(t)
```

After adding the `print` statement, your `while` loop will look like:

```
while t < 10.0:
    t=t+dt
    print(t)
```

15. Save and run the program. View the clock readings printed in the console window. After closing your simulation window, you can still view the printed times in the console.
16. You can make it run indefinitely (i.e. without stopping) by saying “while true” and in Python the number 1 is the same as “true” so you can change the `while` statement to read:

```
while 1:
```

Change the `while` statement in your code to be `while 1:`

Your program should look like:

```
while 1:
    t=t+dt
    print(t)
```

17. Save and run the program. Now, it will print clock readings continually until you close the simulation window.

Stop and reflect on what is going on in this `while` loop. Your understanding of this code is essential for being able to write games.

Just as we updated the clock using `t=t+dt`, we also want to update the object's position. Physics tells us that the object's new position is given by:

$$\text{new position coordinates} = \text{current position coordinates} + \text{velocity} \times \text{time interval}$$

This is called the *position update equation*. It says, “take the current position of the object, add its displacement, and this gives you the new position of the object.” In VPython the “=” sign is an *assignment* operator. It takes the result on the right side of the = sign and assigns its value to the variable on the left.

Now we will update the ball's position after each time step `dt`.

18. Inside the `while` loop *before you update the clock*, update the position of the ball by typing:

```
ball.pos=ball.pos+ball.v*dt
```

After typing this line, your `while` loop should look like:

```
while 1:
    ball.pos=ball.pos+ball.v*dt
    t=t+dt
    print(t)
```

19. Change the print statement to print both the clock reading and the position of the ball. Separate the variables by commas as shown:

```
print(t, ball.pos)
```

20. Run your program. You will see the ball move across the screen to the right. Because we have an infinite loop, it'll continue to move to the right. After the ball travels past the edge of the track, the camera will zoom backward to keep all of the objects in the scene.

21. Printing the values of the time and the ball's position slows down the computer. Comment out your print statement by typing the `#` sign in front of the `print` statement (as in `#print`).

22. Run your program again and note how fast the ball appears to move.

The computer is calculating the ball's position faster than we can watch it. The *t* variable in our program is not real-time. Thus we must add a rate statement to slow down the animation.

23. Type the following line just after the `while` statement.

```
rate(100)
```

Your `while` loop should now look like:

```
while 1:
    rate(100)
    ball.pos=ball.pos+ball.v*dt
    t=t+dt
    # print(t)
```

24. Run your program again. You will notice that the animation is much slower. In fact, it will depend on the speed of your computer.
25. Adjust the `rate` statement and try values of 10 or 200, for example. How does increasing or decreasing the argument of the rate function affect the animation?

The `rate(100)` statement specifies that the while loop will not be executed more than 100 times per second, even if your computer is capable of many more than 100 loops per second. (The way it works is that each time around the loop VPython checks to see whether 1/100 second of real time has elapsed since the previous loop. If not, VPython waits until that much time has gone by. This ensures that there are no more than 100 loops performed in one second.)

Analysis

C Do all of the following.

1. Start with your program from this activity and save it as a different name.
2. Simulate the motion of a ball that starts on the right and travels to the left with a speed of 0.5 m/s. The ball's initial position should be (1.5, 0, 0) m. The `while` loop should run while $t < 5$ s. Print the time and position of the ball.

B Do everything for **C** and the following.

1. Create two balls: Ball A starts on the left side at $(-1.5, 0, 0)$ m and Ball B starts on the right side at $(1.5, 0, 0)$ m. Name them `ballA` and `ballB` in your program.
2. Ball A travels to the right with a speed of 0.3 m/s and Ball B travels to the left with a speed of 0.5 m/s. Define each of their velocities as `ballA.v` and `ballB.v`, respectively.
3. Set the `while` loop to run while $t < 5$ s.
4. Print the clock reading `t` and the position of each ball up to $t = 5$ s.
5. At what clock reading t do they pass through each other?

A Do everything for **B** with the following modifications and additions.

1. Change the width of the track to be 3 m so that the track then appears as a table top.
2. Create three balls that all start at $(x = -1.5, y = 0)$; however, stagger their z-positions so that one travels down the middle of the table, one travels down one edge of the table, and the other travels down the other edge of the table. Name them `ballA`, `ballB`, and, `ballC`, respectively, and give them different colors.
3. Give them x-velocities of (A) 0.25 m/s, (B) 0.5 m/s, and (C) 0.75 m/s.
4. At what time does Ball C reach the end of the table?
5. What are the positions of all three balls when Ball C reaches the end of the table?

3 PROGRAM – Lists, Loops, and Ifs

Apparatus

Computer
VPython – www.vpython.org

Goal

The purpose of this activity is to learn how to use lists, `for` loops, and `if` statements in VPython.

Introduction

Lists and For Loops

When writing a game, you will typically have multiple objects moving on a screen at one time. As a result, it is convenient to store the objects in a list. Then, you can loop through the list and for each object in the list, update the position of the object.

Procedure

Before you begin, it will be useful to look back at your notes or a previous program to see how you create objects such as spheres and boxes and how you make objects move. These instructions do not repeat the VPython code that you learned in previous activities. Have those chapters and programs available for reference as you do this activity.

1. Open a new window in VIDLE.
2. Enter the following statement in the IDLE editor window.

```
from visual import *
```

3. Save this file with a new name like `move-objects.py`.

The for loop and the `range()` list

4. Type the `for` loop shown below.

```
for i in range(0,10,1):  
    print(i)
```

5. Save and run your program. The program should print:

```
>>>  
0  
1  
2  
3  
4
```

5
6
7
8
9

The statement `range(0,10,1)` creates a list of numbers: 0, 1, 2, 3, 4, 5, 6, 7, 8, 9. The `for` loop goes through this list, one item at a time, starting with the first item. For each *iteration* through the loop, it executes the code within the loop, but the value of `i` is replaced with the item from the list. Thus the value of `i` will first have the value of 0. Then for the next iteration of the loop, it has the value 1. The loop continues until it has accomplished 10 iterations and `i` has taken on the values of 0 through 9, respectively. Note that the number 10 is not in the list.

6. Change the arguments in the `range(0,10,1)` function. Change 0 to 5, for example. Or change 1 to 2. You can even change the 1 to `-1` to see what this does. Run the program each time you change one of the arguments and figure out how each argument affects the resulting list. Write your answers below.

In the function `range(0,10,1)`, how does changing each argument affect the resulting list of numbers?

0:

10:

1:

7. Delete the entire `for` loop for now, and we'll come back to it later.

Lists

When writing games, you may have a lot of moving objects. As a result, it is convenient to store your objects in a list. Then you can loop through your list and move each object or check for collisions, etc.

8. To show how this works, first create 4 balls that are all at $x = -5, z = 0$. However, give them y values that are $y = -3, y = -1, y = 1, y = 3$, respectively. Name them `ball1`, `ball2`, etc. Give them different colors and make their radius something that looks good on the screen.
9. Run your program to verify that you have four balls at the given locations. The screen should look like Figure 3.1 but perhaps with a black background and different color balls.
10. Define the balls' velocity vectors such that they will all move to the right but with speeds of 0.5 m/s, 1 m/s, 1.5 m/s, and 2 m/s. Remember that to define a ball's velocity, type:

```
ball1.v=0.5*vector(1,0,0)
```

You'll have to do this for all four balls. Be sure to change the name of the object and speed. You should have four different lines which specify the velocities of the four balls.

Now we will create a list of the four balls. VPython uses the syntax: `[item1, item2, item3,...]` to create a list where `item1`, `item2`, etc. are the list items and the square brackets `[]` denote a list. These items can be integers, strings, or even objects like the balls in this example.

11. To create a list of the four balls, type the following line at the end of your program.

```
ballsList = [ball1, ball2, ball3, ball4]
```

Notice that the names of the items in our list are the names we gave to the four spheres. The name of our list is `ballsList`. We could have called the list any name we wanted.

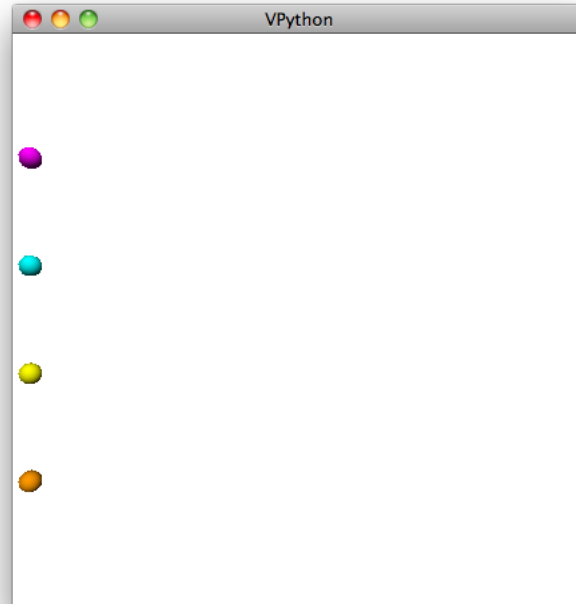


Figure 3.1: Four balls

Motion

We are going to make the balls move. Remember, there are three basic steps to making the objects move.

- Define variables for the clock and time step.
- Create a **while** loop.
- Update the object's position and update the clock reading.

12. Define variables for the clock and for the time step.

```
t=0
dt=0.01
```

13. Create an infinite **while** loop and use a **rate()** statement to slow down the animation.

```
while 1:
    rate(100)
```

14. We are now ready to update the position of each ball. However instead of updating each ball individually, we will use a **for** loop and our list of balls. Type the following loop to update the position of each ball. Note that it should be indented.

```
for thisball in ballsList:
    thisball.pos=thisball.pos+thisball.v*dt
```

This loop will iterate through the list of balls. It begins with **ball1** and assigns the value of **thisball** to **ball1**. Then, it updates the position of **ball1** using its velocity. On the next iteration, it uses **ball2**. After iterating through all objects in the list, it completes the loop. And at this point it has updated the position of each ball.

15. Now update the clock. Your while loop should ultimately look like the following:

```
while 1:
    rate(100)
    for thisball in ballsList:
        thisball.pos=thisball.pos+thisball.v*dt
    t=t+dt
```

Note that the line `t=t+dt` is indented beneath the `while` statement but is not indented beneath the `for` loop. As a result, the clock is updated upon each iteration in the while loop, not the for loop. The for loop merely iterates through the balls in the ballsList.

Using a `for` loop in this manner saves you from having to write a separate line for each ball. Imagine that if you had something like 20 or 50 balls, this would save you a lot of time writing code to update the position of each ball.

16. Run your program. You should see the four balls move to the right with different speeds.
17. When a ball reaches the right side of the window, the camera will automatically zoom out so that the scene remains in view. In game, we wouldn't want this. Therefore, let's set the size of our window and tell the camera not to zoom. Near the beginning of your program, after the `import` statement, add the following lines:

```
scene.range=5
scene.autoscale=False
```

The range attribute of `scene` sets the right edge of the window at $x = +5$ and the left edge at $x = -5$. The autoscale attribute determines whether the camera automatically zooms to keep the objects in the scene. We set autoscale to false in order to turn it off. Set it to true if you want to turn on autoscaling.

18. Run your program.

IF statements

We are going to keep the balls in the window. As a result, our code must check to see if a ball has left the window. If it has, then reverse the velocity. When you need to check *if* something has happened, then you need an `if` statement.

Let's check the x-position of the ball. If it exceeds the edge of our window, then we will reverse the velocity. If the x-position of a ball is greater than $x = 5$ or is less than $x = -5$, then multiply its velocity by -1 . Though we can write this with a single `if` statement, it might make more sense to you if we use the *if-else* statement. The general syntax is:

```
if condition1 :
    indentedStatementBlockForTrueCondition1
elif condition2 :
    indentedStatementBlockForFirstTrueCondition2
elif condition3 :
    indentedStatementBlockForFirstTrueCondition3
elif condition4 :
    indentedStatementBlockForFirstTrueCondition4
else:
    indentedStatementBlockForEachConditionFalse
```

The keyword "elif" is short for "else if". There can be zero or more `elif` parts, and the `else` part is optional.

19. After updating the velocity of each ball inside the `for` loop, add the following `if-elif` statement:

```

    if thisball.pos.x>5:
        thisball.v=-1*thisball.v
    elif thisball.pos.x<-5:
        thisball.v=-1*thisball.v

```

Note that it should be indented inside the `for` loop because you need to check each ball in the list. After inserting your code, your `while` loop should look like:

```

while 1:
    rate(100)
    for thisball in ballsList:
        thisball.pos=thisball.pos+thisball.v*dt
        if thisball.pos.x>5:
            thisball.v=-1*thisball.v
        elif thisball.pos.x<-5:
            thisball.v=-1*thisball.v
    t=t+dt

```

20. Run your program. You should see each ball reverse direction after reaching the left or right edge of the scene.

Analysis

C Do all of the following.

1. Start with your program from this activity and save it as a different name.
2. When a ball bounces off the right side of the scene, change its color to yellow.
3. When a ball bounces off the left side of the scene, change its color to magenta.

B Do everything for **C** and the following.

1. Create 10 balls that move horizontally and bounce back and forth within the scene. Make the scene 10 units wide and give the balls initial positions of $x = -10$, and $z = 0$, but with y positions that are equally spaced from $y = 0$ to $y = 9$. Give them different initial velocities. Make their radii and colors such that they can be easily seen but do not overlap.

A Do everything for **B** with the following modifications and additions.

1. Start with your program in part (B) with 10 balls that start at the same positions as in part B ($x = -10$ and $z = 0$, with y positions that are equally spaced from $y = 0$ to $y = 9$).
2. Set the initial velocity of each ball to be identical. Give them the same speed, but set their velocities to be in the $-y$ direction.
3. When a ball reaches the bottom of the scene ($y = -10$), change its velocity to be in the $+x$ direction. When a ball reaches the right side of the scene change its velocity to be in the $+y$ direction. When a ball reaches the top of the scene, change its velocity to be in the $-x$ direction. Finally, when it reaches the left side of the scene, change its velocity to be in the $-y$ direction. In this way, make the balls move around the edge of the scene.
4. Run your program. You might find that the balls do not move as you expect. The reason is that if you update a ball's position and it just barely goes out of the scene, then you need to move the ball back within the scene. For example, in the python code below, if the ball's position is updated and it goes past the right edge of the scene at $x = 10$, then the line within the IF statement moves the ball one step backward, back into the scene again. In other words, it reverses the position update statement. (Note the negative sign.)

```
thisball.pos=thisball.pos+thisball.v*dt
if thisball.pos.x>10:
    thisball.pos=thisball.pos-thisball.v*dt
```

You need to make sure that in each `if` or `elif` statement, you move the ball back to its previous position.

4 PROGRAM – Keyboard Interactions

Apparatus

Computer
VPython – www.vpython.org

Goal

The purpose of this activity is to incorporate keyboard and mouse interactions into a VPython program.

Procedure

Using the keyboard to set the velocity of an object

1. Open the program from *PROGRAM–Lists, Loops, and Ifs* of the four balls bouncing back and forth within the scene. We will use this program as our starting point. If you did not do this exercise, then the code for the program is shown below.

```
from visual import *

scene.range=5
scene.autoscale=False

ball1=sphere(pos=(-5,3,0), radius=0.2, color=color.magenta)
ball2=sphere(pos=(-5,1,0), radius=0.2, color=color.cyan)
ball3=sphere(pos=(-5,-1,0), radius=0.2, color=color.yellow)
ball4=sphere(pos=(-5,-3,0), radius=0.2, color=color.orange)

ball1.v=0.5*vector(1,0,0)
ball2.v=1*vector(1,0,0)
ball3.v=1.5*vector(1,0,0)
ball4.v=2*vector(1,0,0)

ballsList = [ball1, ball2, ball3, ball4]

t=0
dt=0.01

while 1:
    rate(100)
    for thisball in ballsList:
        thisball.pos=thisball.pos+thisball.v*dt
        if thisball.pos.x>5:
            thisball.v=-1*thisball.v
        elif thisball.pos.x<-5:
            thisball.v=-1*thisball.v
    t=t+dt
```


2. Above your `while` loop, create a box that is at the position $(-4.5, -4.5, 0)$. Name it `shooter` and make its width, length, and height appropriate units so that it looks like it is sitting on the bottom of the window.
3. Run your program and verify that the box is of correct dimensions and is in the left corner of the screen without appearing off screen.
4. Define the velocity of the box to be to the right with a speed of 2 m/s. Name it `shooter.v`.

Now we want to use the keyboard to make the box move. For right now, we are going to use the following strategy:

- Look to see if a key is pressed.
- Check to see which key is pressed.
- If the right-arrow is pressed, set the velocity of the shooter to be to the right.
- If the left-arrow is pressed, set the velocity of the shooter to be to the left.
- If any other key is pressed, set the velocity of the shooter to be zero.
- Move the box.

5. At the end of your `while` loop, before you update the clock, type the following `if` statement.

```
if scene.kb.keys:
    k = scene.kb.getkey()
    if k == "right":
        shooter.v=2*vector(1,0,0)
    elif k == "left":
        shooter.v=2*vector(-1,0,0)
    else:
        shooter.v=vector(0,0,0)
shooter.pos = shooter.pos + shooter.v*dt
```

6. Run your program and press the right arrow key, left arrow key, or any other key in order to see how it works.
7. Now study the `if` statement and understand what each line does:

```
if scene.kb.keys:
```

The list `scene.kb.keys` is a list of keys that have been pressed on the keyboard. The `if` statement checks to see whether this list exists because it only exists if at least one key has been pressed. Every time you press a key, the keystroke is appended to the end of this list.

```
k = scene.kb.getkey()
```

The function `scene.kb.getkey()` will get the last key that was pressed and will remove it from the end of the list. In this case, this keystroke is assigned to the variable `k`. The following `if-elif-else` statement checks the value of `k` to see whether it was the left arrow key or right arrow key. For the left arrow key, the velocity is defined to the left. For the right arrow key, the velocity is defined to the right. For any other key (`else`), the velocity is set to zero.

Using the keyboard to create a moving object

We are now going to use the keyboard to launch bullets from our shooter. We need another list where we can store the bullets. Before the `while` loop, create an empty list called `bulletsList`.

```
bulletsList=[]
```

8. In your `if` statement where you check for keyboard events, add the following `elif` statement.

```

elif k=="_":
    bullet=sphere(pos=shooter.pos, radius=0.1, color=color.
        white)
    bullet.v=3*vector(0,1,0)
    bulletsList.append(bullet)

```

Study this section of code and know what each line does. If you press the spacebar, a white sphere is created at the position of the shooter. Its name is assigned to be `bullet`. Then, its velocity is set to be in the $+y$ direction with a speed of 3 m/s. Finally, and this is really important, the bullet is added (i.e. appended) to the end of the `bulletsList`. This is so that we can later update the positions of all of the bullets in this list.

9. In your `while` statement before you update the clock, add a `for` loop that updates the positions of the bullets.

```

for thisbullet in bulletsList:
    thisbullet.pos=thisbullet.pos+thisbullet.v*dt

```

Your final `while` loop should look like this:

```

while 1:
    rate(100)
    for thisball in ballsList:
        thisball.pos=thisball.pos+thisball.v*dt
        if thisball.pos.x>5:
            thisball.v=-1*thisball.v
        elif thisball.pos.x<-5:
            thisball.v=-1*thisball.v

    if scene.kb.keys:
        k = scene.kb.getkey()
        if k == "right":
            shooter.v=2*vector(1,0,0)
        elif k == "left":
            shooter.v=2*vector(-1,0,0)
        elif k=="_":
            bullet=sphere(pos=shooter.pos, radius=0.1, color=color.
                white)
            bullet.v=3*vector(0,1,0)
            bulletsList.append(bullet)
        else:
            shooter.v=vector(0,0,0)
    shooter.pos = shooter.pos + shooter.v*dt

    for thisbullet in bulletsList:
        thisbullet.pos=thisbullet.pos+thisbullet.v*dt

    t=t+dt

```

You should study this code and know what each line means.

10. Run your program.

Analysis

C Do all of the following.

1. Assign variables to the speed of the shooter and the speed of the bullet.
2. Replace all instances of "2" for the shooter with the variable for the speed of the shooter.
3. Replace all instances of "3" with the variable for the speed of the bullet of the bullet.

B Do everything for **C** and the following.

1. Fire the bullets from the center of the top plane of the box instead of its center.
2. Add a counter called `shots` and set `shots=0` before your `while` loop. Update the value of `shots` and print the value of `shots` every time a bullet is fired.
3. Check to see if the up arrow key is pressed or the down arrow key is pressed. If one of these keys is pressed, set the velocity of the shooter to be up or down, respectively.

A Do everything for **B** with the following modifications and additions.

1. Add additional keystrokes that will fire a bullet to the left, to the right, or downward.
2. Suppose that the shooter only has 10 bullets. When the shooter reaches a maximum of 10 bullets, hitting the spacebar will no longer fire a bullet.
3. Create a keystroke that will replenish the shooter, meaning that after hitting this keystroke, you can fire 10 more bullets.

5 PROGRAM – Collision Detection

Apparatus

Computer
VPython – www.vpython.org

Goal

The purpose of this activity is to detect collisions between moving objects. You will learn to create a function, and you will learn about boolean variables that are either `True` or `False`.

Introduction

The idea of collision detection is a fairly simple one: *check to see if two objects overlap*. If their boundaries overlap, then the objects have collided.

Distance between spheres

Suppose that two spheres have radii R_1 and R_2 , respectively. Define the center-to-center distance between the two spheres as d . As shown in Figure 5.1:

if $d > (R_1 + R_2)$ the spheres do not overlap.

if $d < (R_1 + R_2)$ the spheres overlap.

if $d = (R_1 + R_2)$ the spheres exactly touch. Note that this will never happen in a computer game because calculations of the positions of the spheres result in 16-digit numbers (or more) that will never be exactly the same.

If the spheres are at coordinates (x_1, y_1, z_1) and (x_2, y_2, z_2) , then the distance between the spheres is:

$$d = \sqrt{(x_2 - x_1)^2 + (y_2 - y_1)^2 + (z_2 - z_1)^2}$$

This is the magnitude of a vector that points from one sphere to the other sphere, as shown in Figure 5.2.

Because we only want the magnitude of the vector from one sphere to the other, it does not matter which sphere you call Sphere 1. Thus, you can just as easily calculate the distance using:

$$d = \sqrt{(x_1 - x_2)^2 + (y_1 - y_2)^2 + (z_1 - z_2)^2}$$

Because you square the vector's components, the sum of the squares of the components will always be positive.

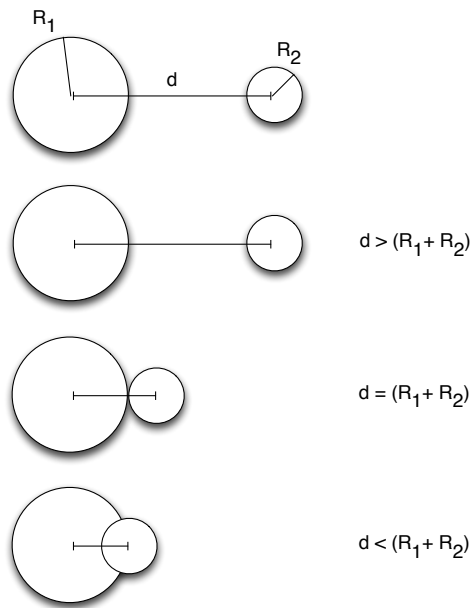


Figure 5.1: Condition for whether two spheres collide.

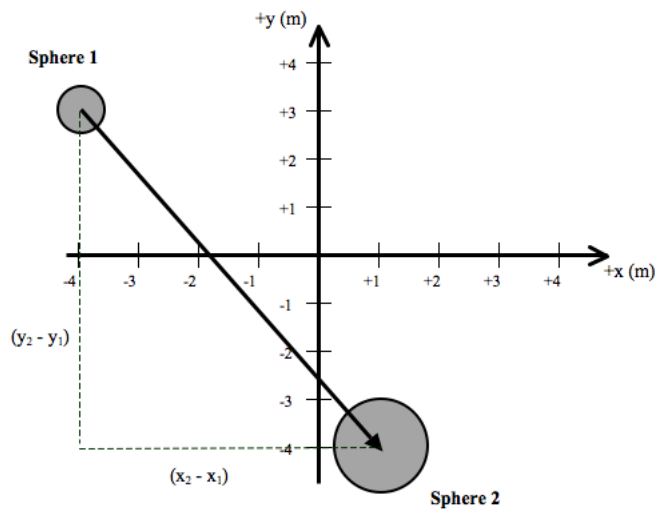


Figure 5.2: Distance between two spheres.

Exercises

Ball1 is at $(-3, 2, 0)$ m and has a radius of 0.05 m. Ball2 is at $(1, -5, 0)$ m and has a radius of 0.1 m. What is the distance between them?

Ball1 is at (1, 2, 0) m and has a radius of 0.05 m. Ball2 is at (1.08, 1.88, 0) m and has a radius of 0.1 m. What is the distance between them? At this instant, have the balls collided?

Procedure

Starting program

1. Begin with the program that you wrote in *Chapter 9 PROGRAM – Keyboard Interactions*. It should have a shooter (that moves horizontally and shoots missiles) and four balls that move horizontally and bounce back and forth within the window.

If you do not have that program, type the one shown below.

```
from visual import *

scene.range=5
scene.autoscale=False

ball1=sphere(pos=(-5,3,0), radius=0.2, color=color.magenta)
ball2=sphere(pos=(-5,1,0), radius=0.2, color=color.cyan)
ball3=sphere(pos=(-5,-1,0), radius=0.2, color=color.yellow)
ball4=sphere(pos=(-5,-3,0), radius=0.2, color=color.orange)

ball1.v=0.5*vector(1,0,0)
ball2.v=1*vector(1,0,0)
ball3.v=1.5*vector(1,0,0)
ball4.v=2*vector(1,0,0)

ballsList = [ball1, ball2, ball3, ball4]

shooter=box(pos=(-4.5,-4.5,0), width=1, height=1, length=1, color=color.
red)
shooter.v=2*vector(1,0,0)

bulletsList=[]

t=0
dt=0.01

while 1:
    rate(100)
    for thisball in ballsList:
        thisball.pos=thisball.pos+thisball.v*dt
        if thisball.pos.x>5:
            thisball.v=-1*thisball.v
        elif thisball.pos.x<-5:
            thisball.v=-1*thisball.v

    if scene.kb.keys:
```

```

k = scene.kb.getkey()
if k == "right":
    shooter.v=2*vector(1,0,0)
elif k == "left":
    shooter.v=2*vector(-1,0,0)
elif k=="_":
    bullet=sphere(pos=shooter.pos, radius=0.1, color=color.
        white)
    bullet.v=3*vector(0,1,0)
    bulletsList.append(bullet)
else:
    shooter.v=vector(0,0,0)
shooter.pos = shooter.pos + shooter.v*dt

for thisbullet in bulletsList:
    thisbullet.pos=thisbullet.pos+thisbullet.v*dt

t=t+dt

```

Defining a function

When you have to do a repetitive task, like check whether each missile collides with a ball, it is convenient to define a function. This section will teach you how to write a function, and then we will write a custom function to check for a collision between two spheres.

A function has a *signature* and a *block*. In the signature, you begin with **def** and an *optional parameter list*. In the block, you type the code that will be executed when the function is called.

2. To see how a function works, type the following code near the top of your program after the **import** statement.

```

def printDistance(object1 , object2):
    distance=mag(object1.pos-object2.pos)
    print(distance)

```

This function accepts two parameters named **object1** and **object2**. It then calculates the distance between the objects by finding the magnitude of the difference in the positions of the objects. (Note that **mag()** is also a function. It calculates the magnitude of a vector.) Then, it prints the distance to the console.

3. At the end of the **while** loop, call your function to print the distance between a ball and the shooter by typing this line. Now each iteration through the loop, it will print the distance between the shooter and **ball1**.

```
printDistance(shooter , ball1)
```

4. Run the program. You will notice that it prints the distance between the shooter and **ball1** after each timestep.
5. Change the code to print the distance between **ball1** and **ball4** and run your program.

Note that you didn't have to reprogram the function. You just changed the parameters sent to the function. This is what makes functions such a valuable programming tool.

Many functions return a value or object. For example, the **mag()** function returns the value obtained by calculating the square root of the sum of the squares of the components of a vector. This way, you can write **distance=mag(object1.pos-object2.pos)**, and the variable **distance** will be assigned the value obtained by finding the magnitude of the given vector. To return a value, the function must have a **return** statement.

6. You can delete the `printDistance` function and the `printDistance` statement because will not use them in the rest of our program.
7. Near the top of your program, after the `import` statement, write the following function. It determines whether two spheres collide or not.

```
def collisionSpheres(sphere1 , sphere2):
    dist=mag(sphere1.pos-sphere2.pos)
    if(dist<sphere1.radius+sphere2.radius):
        return True
    else:
        return False
```

Study the logic of this function. Its parameters are two spheres, so when you call the function, you have to give it to spheres. It then calculates the distance between the spheres. If this distance is less than the sum of the radii of the spheres, the function returns `True`, meaning that the spheres indeed collided. Otherwise, it returns `False`, meaning that the spheres did not collide.

This function will only work for two spheres because we are comparing the distance between them to the sum of their radii. Detecting collisions between boxes and spheres will come later.

8. Inside the `for` loop that updates the position of the bullet, add the following lines:

```
for thisball in ballsList:
    if collisionSpheres(thisbullet , thisball):
        thisball.pos=vector(0,-10,0)
        thisball.v=vector(0,0,0)
```

After adding these lines, the bullet `for` loop will look like this:

```
for thisbullet in bulletsList:
    thisbullet.pos=thisbullet.pos+thisbullet.v*dt
    for thisball in ballsList:
        if collisionSpheres(thisbullet , thisball):
            thisball.pos=vector(0,-10,0)
            thisball.v=vector(0,0,0)
```

For each bullet in the `bulletsList`, the program updates the position of the given bullet and then loops through each ball in the `ballsList`. For each ball, the program checks to see if the given bullet collides with the given ball. If they collide, then it sets the position of the ball to be below the scene at $y = -10$, and it sets the velocity of the ball to be zero. If they do not collide, nothing happens because there is no `else` statement.

9. Run your program. You will notice that when a bullet hits a ball, the ball disappears from the scene. Note that it is technically still there, and the computer is still calculating its position with each time step. It is simply not in the scene, and its velocity is zero.

Analysis

We now have the tools to make a game. In a future chapter you will have the freedom to create a game of your choice based on what we've learned. However, in these exercises, you will merely add functionality to this program to make it a more interesting game.

C Do all of the following.

1. If a missile exits the scene (i.e. `missile.pos.y > 5`), set its velocity to zero.
2. Create a variable called `hits` and add one to this variable every time a missile hits a sphere.
3. Print `hits` every time a missile hits a ball.

B Do everything for **C** and the following.

1. Make 10 balls that move back and forth on the screen and set their y-positions to be greater than $y = 0$ so that they are all on the top half of the screen.
2. Add a variable called `shots` and increment this variable every time a missile is fired.

A Do everything for **B** with the following modifications and additions.

1. The score should not be simply based on whether a missile hits a ball, but it should also be based on how many missiles are needed. For example, if you hit all four balls with only four missiles shot, then you should get a higher score. Also, if you hit all four balls with only four missiles shot in only 1 s, then you should get a higher score than if it required 10 s. Design a scoring system based on missiles fired, hits, and time. Write your scoring system below.

2. Program your scoring system into the code. Use a variable `points` for the total points. Use `print()` statements every time you hit a missile to print `t`, `shots`, `hits`, and `points`.
3. After all balls are hit, use the `break` statement to break out of the while loop and close the program.
4. After you are confident that it is working, write down your top 5 scores.

5. Ask three friends to play the game one or more times and write down the top score by each friend.

6 GAME – Pong

Apparatus

Computer
VPython – www.vpython.org

Goal

The purpose of this activity is to study the classic arcade game Pong and use VPython to develop both a physical and an unphysical version of the game.

Procedure

Playing Pong

1. Go to <http://www.ponggame.org/> and play the classic Pong Game. Try both the keyboard and mouse to control the paddle.

Pay attention to the motion of the ball when colliding with the wall and a paddle.

1. Is the collision of the ball and a side wall elastic or inelastic? Explain your answer by referring to observations of the motion of the ball.
2. Are the side walls frictionless or not? Explain your answer by referring to observations of the motion of the ball.
3. Is the collision of the ball and a paddle elastic or inelastic? Explain your answer by referring to observations of the motion of the ball.
4. Is the paddle frictionless or not? Explain your answer by referring to observations of the motion of the ball.

Creating a “bouncing” puck in a box

We are going to simulate a puck on an air hockey table that is bouncing around the table. In this simulation, we will assume that the walls and paddle are rigid, frictionless barriers. We will also assume

that the puck and barriers make elastic collisions. Thus, the COR is 1 for all collisions. For simplicity, we will draw the puck as a ball and refer to it as a ball.

2. Begin a new program. Import the visual package.
3. Set the size of the scene. You may want to set the height and width of the window in pixels. The example below will set the range to be 10 (meters or whatever unit you wish you use), the width to be 600 pixels, and the height to be 600 pixels.

```
scene.range=20
scene.width=600
scene.height=600
```

4. Create walls at the top, bottom, and sides of the screen.
5. Run your program and verify that you have four walls around the perimeter.
6. Create a ball at the center.
7. Define the initial velocity of the ball (`ball.v=vector(5,8,0)`), the initial clock reading (`t=0`), and the time step (`dt=0.01`).
8. Create an infinite while loop.
9. Use `rate(100)` to slow down the simulation so that the motion is smooth.
10. Update the position of the ball.

```
ball.pos=ball.pos+ball.v*dt
```

11. Use an `if-elif` statement to check for a collision between the ball and each wall. If there is a collision, change the velocity of the ball in an appropriate way.
12. Run your program and verify that it works properly.

Creating inelastic collisions

In the real world, a ball would lose energy upon colliding with a rigid barrier. Said another way, the coefficient of restitution is always less than 1. Now we will change the last program by adding friction and a coefficient of restitution.

13. Save your program with a different name so that you don't lose the work that you just did.
14. Make the left wall a "real wall" that causes the ball to lose speed upon colliding with the wall. In other words, after colliding with the left wall, the ball's velocity would be reduced by a factor less than 1. You define a variable *COR* which you can change to be whatever value you want (between 0 and 1). A COR of 0 means that the ball would stick to the wall. A COR of 1 would be an elastic collision.

```
ball.v.x = -COR*ball.v.x
```

It helps to use a smaller COR, like 0.5 or less, to see the affect more quickly.

Describe the motion of the ball after a long time. Could we have predicted this given the fact that only one wall results in inelastic collisions?

Suppose that a wall has a spring in it that "punches" the ball during the collision, similar to the bumpers in a pinball machine. Then, you could model this wall by giving it a COR greater than 1.

15. Make one of the walls “super elastic” by giving it a COR greater than 1. (This is like the bumper in a pinball machine.)
16. Run your program and observe the effect of the collisions on the motion of the ball.

Adding friction to a collision

Friction acts parallel to the wall in order to reduce the parallel component of the velocity of the ball.

17. Save your program with a different name so that you do not lose your previous work.
18. Make all collisions elastic collisions (i.e. $COR = 1$).
Add friction to the left wall by changing the y-component of the velocity of the ball when it collides with the wall. Exactly how friction affects the velocity of the ball is a bit complicated. Let’s use a simple (albeit unphysical) model that reduces the parallel component of the velocity of the ball by a certain percentage. This is similar to the COR for the perpendicular component of the velocity.
19. When the ball collides with the left wall, change the y-component of the velocity by a factor of 20% or something like that. (A factor of 1 is no friction and a factor of 0 is maximum friction.)

`ball.v.y=0.2*ball.v.y`

20. Run your program.

Describe the motion of the ball after a long time. Could we have predicted this given the fact that only one wall has friction?

Making a 1-player Pong game

21. Create a new VPython program. As always, begin by importing the visual package.
22. It might be nice to set the width and height of the window in pixels. Use the code below to set the range to 20 (m or whatever units you want to imagine), the width to 600 pixels, and the height to 450 pixels. You are welcome to use a larger width and height if you wish.

```
scene.range=20
scene.width=600
scene.height=450
```
23. Create walls for the ceiling and floor. Also create a wall on the left side that has a hole in it that represents a goal. This is similar to what you see in air hockey, for example. You’ll need two boxes on the left side, with a space between them for the goal.
24. Create small box as a paddle on the right side. You will eventually use your mouse to move this box up and down.
25. Create a ball and make its initial velocity something like (15,12,0) m/s.
26. Create variables for the clock and time step.
27. Create an infinite while loop. Update the position of the ball. Check for collisions with the walls and paddle and change the velocity accordingly. For now, assume elastic, frictionless collisions. Run your program and verify that everything works as expected.

28. Now we will move the paddle with the mouse. Add the following code inside your infinite while loop. Note that I used the names `paddle2`, `ceiling`, and `floor` for my objects. You will have to changes these to be the same names that you used for your objects. You do not need to retype the comments.

```
#get mouse position and move paddle2
mouse=scene.mouse.pos
#check if mouse is within walls and set y-position of paddle to
the mouse
if(mouse.y-paddle2.height/2>floor.y+floor.height/2 and mouse.y+
    paddle2.height/2<ceiling.pos.y-ceiling.height/2):
    paddle2.pos.y=mouse.y
else:
    #place paddle at center of mouse is outside the walls
    if(mouse.y-paddle2.height/2<floor.y+floor.height/2):
        paddle2.pos=(18,0,0)
    elif(mouse.y+paddle2.height/2>ceiling.y-floor.height/2):
        paddle2.pos=(18,0,0)
```

29. Run the program and see if you can control the paddle.
30. Check to see if the ball goes past the paddle or past the left walls. If it does, break out of the loop.

Analysis

C Complete this exercise.

B Do everything for **C** and the following.

1. Make one of the left walls a super-elastic wall with $COR > 1$ and one of the left walls an inelastic wall with $COR < 1$.
2. Make half your paddle a super elastic paddle with $COR > 1$ and half your paddle an inelastic paddle with $COR < 1$. Give each half different colors.

A Do everything for **B** with the following modifications and additions.

1. Place your infinite loop inside another infinite loop. When the ball goes past the paddle or through the goal, increment a score, reset the ball to the middle of the scene, and pause the game and wait for a mouse click or key press. Use the function below to pause the game. Call `pause()` when you want the game to pause.

```
def pause():
    while True:
        rate(50)
        if scene.mouse.events:
            m = scene.mouse.getevent()
            if m.click == 'left': return
        elif scene.kb.keys:
            k = scene.kb.getkey()
            return
```

2. Change your program so that the ball bounces off the paddle in a similar way as the *Pong* game that you played at the beginning of this chapter. Note that the physics is incorrect unless you invent a mechanical device that would cause the ball to bounce in this way.

7 PROGRAM – Modeling motion of a fancart

Apparatus

VPython
computer

Goal

In this activity, you will learn how to use a computer to model motion with a constant net force. Specifically, you will model the motion of a fan cart on a track.

Introduction

We are going to model the motion of a cart using the following data.

mass of cart	0.8 kg
$\vec{F}_{\text{net on cart}}$	$\langle 0.15, 0, 0 \rangle$ N

Procedure

1. Begin with a program that simulates a cart moving with constant velocity on a track.

```
1 from visual import *
2
3 track = box(pos=vector(0,-0.05,0), size=(3.0,0.05,0.1), color=color.white)
4 cart = box(pos=vector(-1.4,0,0), size=(0.1,0.04,0.05), color=color.green)
5
6 cart.m = 0.8
7 cart.v = vector(1,0,0)
8
9 dt = 0.01
10 t = 0
11
12 scene.mouse.getclick()
13
14 while cart.pos.x < 1.5 and cart.pos.x > -1.5:
15     rate(100)
16     cart.pos = cart.pos + cart.v*dt
17     t = t+dt
```

2. Run the program

What does line 12 do? It may help to comment it out and re-run your program to see how it changes things.

What line updates the position of the cart for each time step?

What line updates the clock for each time step?

Is the clock used in any calculations? Is it required for our program?

What line causes the program to stop if the cart goes off the end of the track?

We will now apply Newton's second law in order to apply a force to the cart and update its velocity for each time step. There are generally three things that must be done in each iteration of the loop:

- (a) calculate the net force (thought it will be constant in this case)
- (b) update the velocity of the cart
- (c) update the position of the cart
- (d) update the clock (*this is not necessary but is often convenient*)

Your program is already doing the third and fourth items in this list. However, the first two items must be added to your program.

3. Between the `rate()` statement and the position update calculation, insert the following two lines of code:

```
Fnet=vector(-0.15,0,0)
cart.v = cart.v + (Fnet/cart.m)*dt
```

The first line calculates the net force on the cart (though it is just constant in this case). The second line updates the velocity of the cart in accordance with Newton's second law. After making this change, your `while` loop will look like:

```

1 while cart.pos.x < 1.5 and cart.pos.x > -1.5:
2     rate(100)
3     Fnet=vector(-0.15,0,0)
4     cart.v = cart.v + (Fnet/cart.m)*dt
5     cart.pos = cart.pos + cart.v*dt
6     t = t+dt

```

This block of code performs the necessary calculations of net force, velocity, position, and clock reading.

4. Run your program and view the motion.

What is the direction of the net force on the cart? Sketch a side view of the fancart that shows the orientation of the fan.

Now we will add an arrow object in order to visualize the net force on the cart. An arrow in VPython is specified by its position (the location of the tail) and its axis (the vector that the arrow represents), as shown in Figure 7.1. The axis contains both magnitude and direction information. The magnitude of the axis is the arrow's length and the unit vector of the axis is the arrow's direction. The components of the axis are simply the components of the vector that the arrow represents.

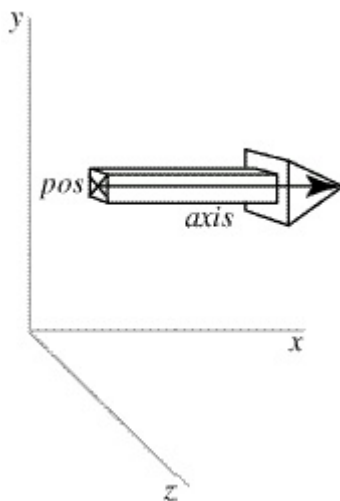


Figure 7.1: A arrow in VPython.

5. Near the top of your program after creating the track and cart, add the following two lines to define a scale and to create an arrow that has the same components $(-0.15, 0, 0)$ as the net force on the cart.

```

scale=1.0
forcearrow = arrow(pos=cart.pos, axis=scale*vector(-0.15,0,0), color=color
    .yellow)

```

6. Run your program.
7. Increase the scale and re-run your program.

What does changing the scale do? Why do we want to use this variable and adjust it?

Why does the arrow not move with the cart?

8. We want to make the arrow move with the cart. Thus, in our loop we need to update the position of the arrow after we update the position of the cart. Also, in some situations, the force changes, so in general it's a good idea to update the arrow's axis as well. At the bottom of your `while` loop, after you've updated the clock, add the following lines in order to update the position of the arrow and the axis of the arrow.

```
forcearrow.pos=cart.pos  
forcearrow.axis=scale*Fnet
```

9. Run your program.

Lab Report

C Complete the experiment and report your answers for the following questions.

1. Does the simulation behave like a real fancart?
2. Though the velocity of the cart changes as it moves, does the force change or is the force constant?
3. Does the acceleration of the cart change or is the car's acceleration constant?
4. When the cart passes $x = 0$, turn off the fan (i.e. set the net force on the cart to zero). Describe the resulting motion of the cart. What is the velocity of the cart after the fan turns off?

B Do all parts for **C** do the following.

1. Add a second arrow that represents the velocity of the cart. Update its position and its axis. Give it an appropriate scale.

A Do all parts for **C** and **B** and do the following.

1. Add keyboard interactions that allow the user to make the force zero (i.e. turn off the fan), turn on a constant force to the right, or turn on a constant force to the left. In all of these cases, the arrow should indicate the state of the fan.
2. Check that your code results in correct motion. Compare to how a real fan cart would behave. Describe what you did to test your code, and describe what observations you made that convince you that it works correctly. Your description of the motion of the cart should be accompanied by pictures with force and velocity arrows.

8 GAME – Lunar Lander

Apparatus

Computer
VPython – www.vpython.org

Goal

The purpose of this activity is to create a Lunar Lander game where you have to land the lunar module on the moon with as small a speed as possible and as quickly as possible. If the speed is too high, it crashes. If it takes you forever, then you run out of fuel.

Procedure

In the previous simulation that you wrote, you learned how to model the motion of an object on which the net force was constant. In that case, it was a fancart. You learned how to apply Newton's second law to update the velocity of an object given the net force on the object. Once you can do this, you can model the motion of *any* object. As a reminder, the important steps are to:

1. calculate the net force (though it will be constant in this case)
2. update the velocity of the cart
3. update the position of the cart
4. update the clock (*this is not necessary but is often convenient*)

for each iteration of the loop. The net force may not be constant. For example, you can check for keyboard interactions and turn a force on or off, or the net force might depend on direction of motion (such as friction) or speed (such as drag) or position (such as gravitational force of a star on a planet). This is why you have to calculate the net force during each iteration of the loop.

To develop a lunar lander game, we are going to begin with a bouncing ball that makes an elastic collision with the floor.

A bouncing ball

1. Here is a template for a program that simulates a bouncing ball. **However, a few essential lines are missing.** Type the template below.

```
1 from visual import *
2
3 scene.range=20
4
5 ground = box(pos=vector(0,-10.05,0), size=(40.0,1,1), color=color.white)
6 ball = sphere(pos=(0,9,0), radius=2, color=color.yellow)
7
8 ball.m = 1
9 ball.v = vector(0,0,0)
```

```

10 g=vector(0,-10,0)
11
12 dt = 0.01
13 t = 0
14
15 scale=0.5
16 FgravArrow = arrow(pos=ball.pos, axis=scale*ball.m*g, color=color.red)
17
18 scene.mouse.getclick()
19
20 while 1:
21     rate(100)
22     # Fgrav=
23     Fnet=Fgrav
24     # ball.v =
25     # ball.pos =
26     if(ball.pos.y-ball.radius < ground.pos.y+ground.height/2):
27         ball.v=-ball.v
28     t = t+dt
29     FgravArrow.pos=ball.pos
30     FgravArrow.axis=scale*Fgrav

```

Line 10 defines a vector \vec{g} . What is this vector called? What is its direction, and what is its magnitude?

What is the purpose of lines 26 and 27?

2. The commented lines must be completed for the program to work. Complete each of these lines and run your program.

If line 26 was changed to `if(ball.pos.y < ground.pos.y):`, what would occur and why is this worse than the original version of line 26? (You should comment out line 26 and type this new code in order to check your answer.)

Is the gravitational force on the ball constant or does it change? Explain your answer.

3. The Moon has a gravitational field that is $1/6$ that of Earth. Change \vec{g} to model the motion of a bouncing ball on the Moon and re-run your program.

What is the difference in the motion of a ball dropped from a height h on the Moon and a ball dropped from a height h on Earth?

Moon Lander

4. We will now model the motion of a lunar module. Start a new file. Type the following template. Fill in the missing (commented out) lines. Run your program.

```
from visual import *
```

```
scene.range=20
```

```
ground = box(pos=vector(0,-10.05,0), size=(40.0,1,1), color=color.white)
spaceship = box(pos=vector(0,8,0), size=(2,5,2), color=color.yellow)
```

```
spaceship.m = 1
spaceship.v = vector(0,0,0)
g=1/6*vector(0,-10,0)
```

```
dt = 0.01
t = 0
```

```
scale=5.0
```

```
FgravArrow = arrow(pos=spaceship.pos, axis=scale*spaceship.m*g, color=
    color.red)
```

```
while 1:
```

```
    rate(100)
    # Fgrav=
    # Fnet=
    # spaceship.v =
    # spaceship.pos =
    if (spaceship.pos.y-spaceship.height/2<ground.pos.y+ground.height
        /2):
        print("spaceship_has_landed")
        break
    t = t+dt
    FgravArrow.pos=spaceship.pos
    FgravArrow.axis=scale*Fgrav
```


5. We are now going to add a force of thrust due to rocket engines. Before the `while` loop, define a thrust force.

```
Fthrust=vector(0,4,0)
```

6. After defining the thrust vector, create another arrow that will represent the thrust force. Call it `FthrustArrow` as shown.

```
FthrustArrow = arrow(pos=spaceship.pos, axis=Fthrust, color=color.cyan)
```

7. In the while loop, change the net force so that it is the sum of the gravitational force and the thrust of the rocket engine.

```
Fnet=Fgrav+Fthrust
```

8. Also, in the while loop, update the thrust arrow's position and axis.

```
FthrustArrow.pos=spaceship.pos  
FthrustArrow.axis=scale*Fthrust
```

9. Run your program and verify that the motion of the spaceship is what we expect from Newton's second law.

Change the thrust to 10/6 N (in the $+y$ direction. Describe the motion. Is this consistent with Newton's second law?

10. Let's use the keyboard to turn on and off the engine. In this case, "on" means that the thrust is non-zero and "off" means that the thrust is zero. In the while loop, after calculating `Fgrav`, type the following `if` statement:

```
if scene.kb.keys:  
    k = scene.kb.getkey()  
    if k == "up":  
        Fthrust=vector(0,4,0)  
    else:  
        Fthrust=vector(0,0,0)
```

What key is used to turn the thrust on? What key is used to turn the thrust off?

11. Run your program and verify that it works.

Analysis

C Complete this exercise and do the following.

1. Print the speed of the spaceship and the clock reading when it lands.

B Do everything for **C** and the following.

1. If the speed of the spaceship is greater than 1 m/s, print “You lose.”
2. If the speed of the spaceship is less than 1m/s, print “You win.”

A Do everything for **B** with the following modifications and additions.

1. Use the down arrow to turn off the thrust (instead of any key).
2. Create an engine that fires in the $+x$ direction (the engine is on the left so the arrow points to the right). When the right arrow key is pressed, this engine turns on. When the left arrow key is pressed, this engine turns off.
3. Create an engine that fires in the $-x$ direction (the engine is on the right so the arrow points to the left). When the “a” key is pressed, this engine turns on. When the “d” key is pressed, this engine turns off.
4. Place a target on the ground.
5. Check that the lunar module lands on the target.
6. Check that the x-velocity is very small (perhaps less than 1 m/s for example) when the spaceship hits the target and print “You win” if and only if the spaceship has a very small x-velocity.
7. Since you don’t want to waste fuel, assign points based on the time elapsed and fail the player if the clock reading exceeds some amount.
8. Test your game with other users.

9 GAME – Tank Wars

Apparatus

Computer
VPython – www.vpython.org

Goal

The purpose of this activity is to create a Tank Wars game where you will move a tank and adjust the launch angle and launch speed to hit a target.

Procedure

1. Download the program *tank-wars-template.py* from our course web site. For your reference, the program is printed below.

```
1  from visual import *
2
3  def rad(degrees): #converts an angle in degrees to an angle in radians
4      radians=degrees*pi/180
5      return radians
6
7  scene.range=20
8  scene.width=800
9  scene.height=800
10
11 #create objects
12 ground = box(pos=vector(0,-15,0), size=(40.0,1,2), color=color.green)
13 tank = box(pos=vector(-18,-13,0), size=(2,2,2), color=color.yellow)
14 turret = cylinder(pos=tank.pos, axis=(0,0,0), radius=0.5, color=tank.color
15 )
16 turret.pos.y=turret.pos.y+tank.height/2
17 angleBar = cylinder(pos=vector(-18,-19,0), axis=(1,0,0), radius=1, color=
18     color.magenta)
19 speedBar = cylinder(pos=vector(5,-19,0), axis=(1,0,0), radius=1, color=
20     color.cyan)
21
22 #turret
23 theta=rad(45)
24 dtheta=rad(1)
25 L=3
26 turret.axis=L*vector(cos(theta),sin(theta),0)
27
28 #bullets
29 bulletsList=[]
30 m=1
31 muzzlespeed=15
```

```

29  dspeed=1
30
31  #Bar
32  angleBar.axis=(5*theta)*vector(1,0,0)
33  speedBar.axis=(muzzlespeed/2+0.5)*vector(1,0,0)
34
35  #motion
36  g=vector(0,-10,0)
37  dt = 0.01
38  t = 0
39
40  while 1:
41      scene.mouse.getclick()
42      while 1:
43          rate(100)
44          if scene.kb.keys:
45              k = scene.kb.getkey()
46              if k == "up":
47                  theta=theta+dtheta
48                  turret.axis=L*vector(cos(theta),sin(theta),0)
49                  angleBar.axis=(5*theta)*vector(1,0,0)
50              elif k == "down":
51                  theta=theta-dtheta
52                  turret.axis=L*vector(cos(theta),sin(theta),0)
53                  angleBar.axis=(5*theta)*vector(1,0,0)
54              elif k == "left":
55                  muzzlespeed=muzzlespeed-dspeed
56                  speedBar.axis=(muzzlespeed/2+0.5)*vector(1,0,0)
57              elif k == "right":
58                  muzzlespeed=muzzlespeed+dspeed
59                  speedBar.axis=(muzzlespeed/2+0.5)*vector(1,0,0)
60              elif k=="_":
61                  bullet=sphere(pos=turret.pos+turret.axis, radius=0.5,
62                                color=color.white)
63                  bullet.v=muzzlespeed*vector(cos(theta),sin(theta),0)
64                  bulletsList.append(bullet)
65              elif k=="Q":
66                  break
67
68          if muzzlespeed>20:
69              muzzlespeed=20
70          if muzzlespeed<1:
71              muzzlespeed=1
72          if theta>rad(90):
73              theta=rad(90)
74          if theta<0:
75              theta=0
76
77          for thisbullet in bulletsList:
78              if(thisbullet.pos.y<ground.y+ground.height/2):
79                  thisbullet.Fnet=vector(0,0,0)
80                  thisbullet.v=vector(0,0,0)
81              else:
82                  thisbullet.Fnet=m*g

```

```

82  #                thisbullet.v=
83  #                thisbullet.pos=
84
85      t=t+dt

```

2. Read the program above and answer the following questions.

What should lines 82 and 83 be in order to correctly update a bullet's velocity and position for each time step?

Is the world in this simulation Earth? Cite a particular line number in the code in order to support your answer.

What does the `rad()` function do?

What does the variable *L* tell you?

What is the variable name for the initial speed of the bullet? How much does the launch speed of the bullet change when you press the right or left arrow key?

What is the variable name for the angle the bullet is launched at? How much does the angle change when you press the right or left arrow key and is the unit radians or degrees?

After a bullet hits the ground, what is the net force on the bullet and what is its velocity? Cite the particular line numbers that support your answer.

What key strokes are used to change the launch angle?

What keystrokes are used to change the launch speed?

What is the maximum and minimum launch speeds allowed? Which line numbers tell you this?

What is the maximum and minimum angles allowed? Which line numbers tell you this?

3. Edit lines 82 and 83 so that they use correct physics to update the velocity and position of each bullet and run the program.

The reason that there are nested `while` loops is that you are going to create a target, and after a bullet hits the target, you may want to pause the game, reset certain variables, add a barrier, count

a score, etc. The inner while loop handles the animation and the outer while loop is where you'll do other things after the target is hit. At this point, the outer loop only runs one iteration and only pauses the program, waiting for a mouse click.

We are now going to add a few features to the game.

Creating a Target

4. Create a target that is a box named `target` that is the size of the tank and place it somewhere else on the terrain. Run your program to see the target.

We will need to check for collisions between a bullet and the target. It is convenient to create a function that does the math to see if the bullet (sphere) and target (box) overlap. If they do overlap, it returns `True`. If they do not overlap, it returns `False`.

5. At the top of your program near where the `rad()` function is defined, add the following function. You do not have to type the commented lines. You will need to double check your typing to make sure you do not have any typos. The condition of the `if` statement is rather long, so check it for accuracy.

```
#determines whether a sphere and box intersect or not
#returns boolean
def collisionSphereAndBox(sphereObj, boxObj):
    result=True
    if ((sphereObj.pos.x-sphereObj.radius<boxObj.pos.x+boxObj.length/2 and
        sphereObj.pos.x+sphereObj.radius>boxObj.pos.x-boxObj.length/2) and
        (sphereObj.pos.y-sphereObj.radius<boxObj.pos.y+boxObj.height/2
        and sphereObj.pos.y+sphereObj.radius>boxObj.pos.y-boxObj.height/2)
    ):
        result=True
        dist=sqrt((sphereObj.pos.x-boxObj.pos.x)**2+(sphereObj.pos.y-
            boxObj.pos.y)**2)
        if (dist>sphereObj.radius+sqrt((boxObj.length/2)**2+(boxObj.width
            /2)**2)):
            result=False
        return result
    else:
        result=False
    return result
```

6. At the `if` statement at line 77 in the above printout where the program checks whether the bullet hits the ground, add an `elif` statement (between the `if` and `else`) to check whether the bullet collides with the target. It should look like this.

```
elif collisionSphereAndBox(thisbullet, target):
    thisbullet.Fnet=vector(0,0,0)
    thisbullet.v=vector(0,0,0)
    print("direct hit!")
    break
```

7. Run your program. Fire a bullet that hits the target and observe the console after the collision. You should see it printing "direct hit!" over and over.

Why does it continuously print "direct hit!" instead of printing it just one time?

We need a boolean variable that keeps track of whether the target is hit or not. If it is hit, then we will set this boolean to `True` and break out of the inner while statement. In fact, we will make this the condition of the inner while statement. We will only go through the inner while loop as long as the target is not hit.

8. Before the outer `while` loop, add the following code:

```
hit = False
```

This variable `hit` will be `False` until the target is hit. After the target is hit, we will set the variable to `True`.

9. Change the condition of the inner while loop to read:

```
while hit==False:
```

It is no longer an infinite loop. It only runs while `hit=False`. If `hit` is changed to `True`, then the inner loop will end, and the outer loop will iterate.

10. Inside the `elif` statement where you check for a collision between the bullet and target and print "direct hit!", set `hit=True` before the `break` statement.
11. Run your program.

After the target is hit, the program seems to stop. The reality is that it is stuck in the infinite outer loop and never running back through the inner loop. Why?

12. We would like to do three things before running the inner loop again (or after—it doesn't matter). These three things effectively resets the game back to the initial state.
- (a) Set the `hit` variable to `False`.
 - (b) Erase all of the bullets in the scene.
 - (c) Reset the `bulletsList` to an empty list.

Add the following code before the inner `while` loop and after the `getclick()` statement.

```
hit = False
for thisbullet in bulletsList:
    thisbullet.visible=False
bulletsList=[]
```

These three lines do the three things outlined above to reset the game back to the initial conditions. (Technically we haven't completely reset it. It might be nice to reset the launch speed and launch angle back to their initial values for example.)

13. Run your program. Verify that it works as expected.

Analysis

C Complete this exercise and do the following.

1. Print the launch speed of the bullet, the launch angle of the bullet, and the x-position of the bullet (called the range) when the bullet hits the target or ground.
2. Change the maximum speed of the bullet to 30.
3. Set the initial launch angle to 60 degrees (do this in the code) and find the launch speed necessary to hit the target if the target is at $x = 18$. Set the initial launch speed to this value in the code so that when your code is run for the first time, the projectile will be launched at 60 degrees and will hit the target which is at $x = 18$.

B Do everything for **C** and the following.

1. Add a key stroke that will move the tank left and right, but do not allow the tank to go past the center of the screen or off the left side of the screen.

A Do everything for **B** with the following modifications and additions.

1. Create a barrier (a box) that sits between the tank and the target. If a bullet hits the barrier, it will stop just it stops when it hits the ground. Remember to use your `collisionSphereAndBox()` function to check for a collision between the bullet and barrier.
2. Create different levels of the game. Create a variable called `level` that is an integer from 1–5. In the first level, there is no barrier. In the second level, there is a barrier. For other levels, place the tank at a different height or the target at a different height, for example. After getting to the fifth level, either end the game or go back to the first level.

10 PROGRAM – Modeling motion with friction

Apparatus

VPython
computer

Goal

In this activity, you will learn how to add a frictional force to a simulation.

Introduction

We are going to model the motion of a puck in air hockey that is slowed by a frictional force between the puck and the table. Though in practice, a puck in air hockey may be more influenced by air drag than friction with the table, we will treat the frictional force as *sliding friction*. Sliding friction occurs when one object slides against the surface of another object. In the simplest situations, slide friction is:

$$\vec{F}_{slide} = -\mu_k F_{\perp} \hat{v}$$

where μ_k is the coefficient of kinetic friction, F_{\perp} is the perpendicular component of the contact force, and \hat{v} is the unit vector pointing in the direction of the velocity of the object. In the case of a puck sliding on a level air hockey table, $F_{\perp} = mg$, the weight of the puck. Notice the negative sign. This means that sliding friction is always opposite the velocity of the object relative to the surface it is in contact with.

The coefficient of kinetic friction μ_k is a constant that depends on the materials in contact. For example, wood sliding on glass, wood sliding on concrete, and wood sliding on sand paper have different values of μ_k . A higher coefficient of friction means that there is a greater frictional force. Smaller coefficient of friction is less friction, and zero coefficient of friction is what we call “frictionless” (which doesn’t exist in practice though friction might be negligible if it is small enough).

Procedure

To practice modeling motion with friction, we will create a one-dimensional golf putt with constant “sliding” friction. (Yes, the ball is rolling, but rolling friction can be characterized as $\vec{F}_{roll} = -\mu_{roll}mg\hat{v}$.)

1. Begin by typing the following template for a golf ball rolling in the x-direction on a green.

```
1 from visual import *
2
3 scene.range=20
4 scene.width=700
5 scene.height=700
```

```

6
7 ground = box(pos=vector(0,0,0), size=(40,40,1), color=color.green)
8 ball = sphere(pos=vector(-18,0,0), radius=0.5, color=color.white)
9 ground.pos.z=ground.pos.z-ground.width/2-ball.radius
10 hole = cylinder(pos=(15,0,ground.pos.z+ground.width/2), axis=vector(0,0,1),
    radius=3*ball.radius, color=(0.8,0.8,0.8))
11 hole.pos.z=hole.pos.z-mag(hole.axis)*0.9
12 putt = arrow(pos=ball.pos, axis=(0,0,0), shaftwidth=0.5, color=color.
    yellow)
13
14 #ball, friction, and grav
15 ball.m=0.045
16 g=10
17 mu=0.1
18
19 #speed
20 initials=5
21
22 #velocity vector
23 scale=initials
24 putt.axis=scale*vector(1,0,0)
25 ball.v=initials*vector(1,0,0)
26
27
28 #clock
29 dt=0.01
30 t=0
31
32 scene.mouse.getclick()
33
34 while 1:
35     rate(100)
36
37     vhat=ball.v/mag(ball.v)
38     Fnet=-mu*ball.m*g*vhat
39     # ball.v=
40     # ball.pos=
41     putt.pos=ball.pos
42
43     scale=mag(ball.v)
44     putt.axis=scale*vector(1,0,0)
45
46     t=t+dt

```

2. Fill in the commented lines and run the program.
3. Change the initial speed until you can get the ball to stop in the hole.
4. Now change the coefficient of friction to either a smaller or larger value and find the new initial speed needed to get the ball into the cup.

Lab Report

C Complete the experiment and report your answers for the following questions.

1. Place the cup at another location that is not on the $+x$ axis, such as the top corner of the green.
2. Find the initial velocity vector needed to get the ball into the cup, if $\mu = 0.1$.

B Do all parts for **C** do the following.

1. Add keyboard interaction so that by using the up and down arrows, you can change the initial speed of the ball before you putt the ball. Hitting the space bar actually putts the ball. It might be a good idea to put a different while loop with the keyboard interactions before the while loop for the motion of the ball. Use your tank wars program for a reminder on how to write the code. Use the initial position of the hole at $x = 15$ ft, along the x-axis in order to test out your code.
2. Alert the player if the ball goes into the hole.
3. Alert the player if the ball goes off screen.

A Do all parts for **C** and **B** and do the following.

1. Add keyboard interactions that allow the user to change the angle of the initial velocity of the ball.
2. Place the hole at a location not on the x axis and allow the user to change both the initial speed and direction of the putt in order to get it into the hole.

11 GAME – Asteroids

Apparatus

Computer
VPython – www.vpython.org

Goal

The purpose of this activity is to modify an asteroids game so that when a large asteroid breaks into two smaller asteroids, the center of mass continues with the same velocity, as you observed in the experiment of the colliding pucks.

Procedure

Playing Asteroids

1. Play the game *Asteroids*. A link is available from our course web site. Note the actions of the up, down, left, and right keystrokes and how they affect the motion of the spaceship.
2. Download the file *asteroids-template.py* from our course web site, and open the file in VPython.
3. Run the program. Note how the up, down, left, and right keystrokes affect the motion of the spaceship. It's different than in the other Asteroids game. Also, note that hitting an asteroid with a bullet does not make it break up into pieces. The program is printed below for reference.

```
1 from visual import *
2 import random
3
4 #converts an angle in degrees to an angle in radians
5 def rad(degrees):
6     radians=degrees*pi/180
7     return radians
8
9 #pause and wait for mouse or keyboard event, then continue
10 def pause():
11     while True:
12         rate(50)
13         if scene.mouse.events:
14             m = scene.mouse.getevent()
15             if m.click == 'left': return
16         elif scene.kb.keys:
17             k = scene.kb.getkey()
18             return
19
20 #checks for a collision between two spheres
21 def collisionSpheres(sphere1, sphere2):
22     dist=mag(sphere1.pos-sphere2.pos)
23     if (dist<sphere1.radius+sphere2.radius):
24         return True
```



```

25     else:
26         return False
27
28 #checks for a collision between a cone and a sphere
29 def collisionConeSphere(c, s):
30
31     #result is the variable that we will return
32     #default is False
33     result=False
34
35     #check pos of cone
36     if(collisionSphereAndPoint(s,c.pos)):
37         result=True
38     #check tip of cone
39     result=False
40     tip=c.pos+c.axis
41     if(collisionSphereAndPoint(s,tip)):
42         result=True
43     #check edge of radius in x-y plane 1
44     r1=c.radius*cross(vector(0,0,1),norm(c.axis))
45     if(collisionSphereAndPoint(s,r1+c.pos)):
46         result=True
47     #check edge of radius in x-y plane 2
48     r2=-c.radius*cross(vector(0,0,1),norm(c.axis))
49     if(collisionSphereAndPoint(s,r2+c.pos)):
50         result=True
51
52     #return result
53     return result
54
55 #determines whether a point is within a sphere or not
56 #returns boolean
57 def collisionSphereAndPoint(sphereObj, targetVector):
58     dist=mag(sphereObj.pos-targetVector)
59     if(dist<sphereObj.radius):
60         return True
61     else:
62         return False
63
64 #creates four asteroids, one on each side of the scene
65 def createAsteroids():
66
67     #asteroid comes from the right
68     asteroid=sphere(pos=vector(20,0,0), radius=1, color=color.cyan)
69     asteroid.pos.y=random.randrange(-20,20,5)
70     asteroid.m=1
71     asteroid.v=vector(0,0,0)
72     asteroid.v.x=random.randint(1,5)
73     asteroid.v.y=random.choice((1,-1))*random.randint(1,5)
74     asteroidList.append(asteroid)
75
76     #asteroid comes from the left
77     asteroid=sphere(pos=vector(-20,0,0), radius=1, color=color.cyan)
78     asteroid.pos.y=random.randrange(-20,20,5)

```

```

79     asteroid.m=1
80     asteroid.v=vector(0,0,0)
81     asteroid.v.x=random.randint(1,5)
82     asteroid.v.y=random.choice((1,-1))*random.randint(1,5)
83     asteroidList.append(asteroid)
84
85     #asteroid comes from the top
86     asteroid=sphere(pos=vector(0,20,0), radius=1, color=color.cyan)
87     asteroid.pos.x=random.randrange(-20,20,5)
88     asteroid.m=1
89     asteroid.v=vector(0,0,0)
90     asteroid.v.x=random.choice((1,-1))*random.randint(1,5)
91     asteroid.v.y=random.randint(1,5)
92     asteroidList.append(asteroid)
93
94     #asteroid comes from the bottom
95     asteroid=sphere(pos=vector(0,-20,0), radius=1, color=color.cyan)
96     asteroid.pos.x=random.randrange(-20,20,5)
97     asteroid.m=1
98     asteroid.v=vector(0,0,0)
99     asteroid.v.x=random.choice((1,-1))*random.randint(1,5)
100    asteroid.v.y=random.randint(1,5)
101    asteroidList.append(asteroid)
102
103    #scene size
104    scene.range=20
105    scene.width=700
106    scene.height=700
107
108    #create the spaceship as a cone
109    spaceship = cone(pos=(0,0,0), axis=(2,0,0), radius=1, color=color.white)
110    fire = cone(pos=(0,0,0), axis=-spaceship.axis/2, radius=spaceship.radius
111              /2, color=color.orange)
112
113    #initial values for mass, velocity, thrust, and net force
114    spaceship.m=1
115    spaceship.v=vector(0,0,0)
116    thrust=0
117    Fnet=vector(0,0,0)
118
119    #bullets
120    bulletspeed=10
121    bulletsList=[]
122
123    #angle to rotate
124    dtheta=rad(10)
125
126    #clock
127    t=0
128    dt=0.005
129
130    #asteroids
131    Nleft=0 #counter for number of asteroids left in the scene
132    asteroidList=[]

```

```

132 createAsteroids()
133
134 while spaceship.visible==1:
135     rate(200)
136
137     if scene.kb.keys:
138         k = scene.kb.getkey()
139         if k == "up": #turn thruster on
140             thrust=6
141         elif k=="left": #rotate left
142             spaceship.rotate(angle=-dtheta, axis=(0,0,-1));
143         elif k=="right": #rotate right
144             spaceship.rotate(angle=dtheta, axis=(0,0,-1));
145         elif k=="_": #fire a bullet
146             bullet=sphere(pos=spaceship.pos+spaceship.axis, radius=0.1,
147                             color=color.yellow)
148             bullet.v=bulletspeed*norm(spaceship.axis)+spaceship.v
149             bulletsList.append(bullet)
150         elif k=="q": #pause the game
151             pause()
152         else: #turn thruster off
153             thrust=0
154
155     Fnet=thrust*norm(spaceship.axis)
156     spaceship.v=spaceship.v+Fnet/spaceship.m*dt
157     spaceship.pos=spaceship.pos+spaceship.v*dt
158     fire.pos=spaceship.pos
159     fire.axis=-spaceship.axis/2
160
161     #check if the spaceship goes off screen and wrap
162     if spaceship.pos.x>20 or spaceship.pos.x<-20:
163         spaceship.pos=spaceship.pos-spaceship.v*dt
164         spaceship.pos.x=-spaceship.pos.x
165     if spaceship.pos.y>20 or spaceship.pos.y<-20:
166         spaceship.pos=spaceship.pos-spaceship.v*dt
167         spaceship.pos.y=-spaceship.pos.y
168
169     #update positions of bullets and check if bullets go off screen
170     for thisbullet in bulletsList:
171         if thisbullet.pos.x>20 or thisbullet.pos.x<-20:
172             thisbullet.visible=0
173         if thisbullet.pos.y>20 or thisbullet.pos.y<-20:
174             thisbullet.visible=0
175         if thisbullet.visible != 0:
176             thisbullet.pos=thisbullet.pos+thisbullet.v*dt
177
178     #update positions of asteroids
179     for thisasteroid in asteroidList:
180         if thisasteroid.visible==1:
181             thisasteroid.pos=thisasteroid.pos+thisasteroid.v*dt
182             #check for collision with spaceship
183             if(collisionConeSphere(spaceship, thisasteroid)):
184                 spaceship.visible=0

```

```

185         fire.visible=0
186     #wrap at edge of screen
187     if thisasteroid.pos.x>20 or thisasteroid.pos.x<-20:
188         thisasteroid.pos=thisasteroid.pos-thisasteroid.v*dt
189         thisasteroid.pos.x=thisasteroid.pos.x
190     if thisasteroid.pos.y>20 or thisasteroid.pos.y<-20:
191         thisasteroid.pos=thisasteroid.pos-thisasteroid.v*dt
192         thisasteroid.pos.y=thisasteroid.pos.y
193     #check for collision with bullets
194     for thisbullet in bulletsList:
195         if (collisionSpheres(thisbullet, thisasteroid) and thisbullet
196             .visible==1):
197             thisasteroid.visible=0
198             thisbullet.visible=0
199
200     Nleft=0 #have to reset this before counting
201     for thisasteroid in asteroidList:
202         if thisasteroid.visible:
203             Nleft=Nleft+1
204
205     #create more asteroids if all are gone
206     if Nleft==0:
207         createAsteroids()
208
209     #update fire
210     if thrust==0:
211         fire.visible=0
212     else:
213         fire.visible=1
214
215     t=t+dt

```

4. Answer the following questions.

- What is the magnitude of the thrust of the engine when it is firing?
- What line number calculates the net force on the spaceship?
- What line numbers update the velocity and position of the spaceship?
- What line numbers update the positions of the asteroids?
- What line numbers update the positions of the bullets?
- What line number makes the asteroid disappear when it is hit by a bullet?
- How many asteroids are created when the function `createAsteroids()` is called and where do these asteroids come from?
- The velocities of the asteroids are randomized. What is the maximum possible velocity of an asteroid? What is the minimum possible velocity of an asteroid? (Note that the directions are randomized as well. By “maximum velocity” I am referring to the maximum absolute value of the x and y components of the velocity vector. By “minimum velocity”, I am referring to the minimum absolute value of the x and y components of the velocity vector.)
- If you decrease the mass of the spaceship (i.e. change it from 1 to a smaller number like 0.5), how would it affect the spaceship’s motion when the engine is firing? Answer the question, then test your answer to see if it is correct, and then comment on whether your observation matched your prediction.



Adding Asteroids Fragments

In the last chapter, you learned that the center of mass of a two-body system is constant. Whether it is a collision of two objects or an exploding fireworks shell, during the collision or explosion, the center of mass of the system is the same.

In the classic Asteroids game, when a large asteroid is shot with a bullet, it breaks into two fragments. Since the center of mass of the system must remain constant then

$$\vec{v}_{ast} = \frac{m_1 \vec{v}_1 + m_2 \vec{v}_2}{m_1 + m_2}$$

Define the total mass of the fragments as $M = m_1 + m_2$, which is the mass of the asteroid before the explosion. Then,

$$\vec{v}_{ast} = \frac{m_1 \vec{v}_1 + m_2 \vec{v}_2}{M}$$

In our game, let's assume that the asteroid breaks into two equal mass fragments that are each $1/2$ the total mass of the asteroid. Then, $m_1 = m_2 = 1/2M$. Thus,

$$\begin{aligned}\vec{v}_{ast} &= \frac{1/2M\vec{v}_1 + 1/2M\vec{v}_2}{M} \\ \vec{v}_{ast} &= \frac{\vec{v}_1 + \vec{v}_2}{2}\end{aligned}$$

In other words, since the fragments have equal masses, then the asteroid's velocity is the arithmetic mean of the velocities of the fragments (i.e. the sum of their velocities divided by 2).

In our game, we will randomly assign the velocity of fragment 1 so that it will shoot off with a random speed in a random direction. Then we will calculate the velocity of fragment 2 so that

$$\vec{v}_2 = 2\vec{v}_{ast} - \vec{v}_1$$

5. Above the `while` loop where the `asteroidList` is created, you need to create a list called `fragmentList`. To do this, type the following line:

```
fragmentList=[]
```

6. Create a function that will create the fragments when an asteroid is hit. Type the following code and replace the commented line with the correct calculation for the velocity of fragment 2.

```

def createFragments(asteroid):
    fragment1=sphere(pos=asteroid.pos, radius=0.5, color=color.magenta)
    fragment2=sphere(pos=asteroid.pos, radius=0.5, color=color.magenta)
    fragment1.m=0.5
    fragment2.m=0.5
    fragment1.v=vector(0,0,0)
    fragment1.v.x=random.choice((1,-1))*random.randint(1,5)
    fragment1.v.y=random.choice((1,-1))*random.randint(1,5)
    #    fragment2.v=
    fragmentList.append(fragment1)
    fragmentList.append(fragment2)

```

7. In the block of code that checks for a collision between a bullet and asteroid, call the `createFragments` function using:

```
createFragments(thisasteroid)
```

8. You will need to update the positions of the fragments (i.e. make them move). It's easiest to copy and paste the section of code for the asteroids and change the variables names to the appropriate names for the fragments. Here's an example of what it should look like:

```

#update positions of fragments
for thisfragment in fragmentList:
    if thisfragment.visible==1:
        thisfragment.pos=thisfragment.pos+thisfragment.v*dt
        #check for collision with spaceship
        if(collisionConeSphere(spaceship, thisfragment)):
            spaceship.visible=0
            fire.visible=0
        #wrap at edge of screen
        if thisfragment.pos.x>20 or thisfragment.pos.x<-20:
            thisfragment.pos=thisfragment.pos-thisfragment.v*dt
            thisfragment.pos.x=thisfragment.pos.x
        if thisfragment.pos.y>20 or thisfragment.pos.y<-20:
            thisfragment.pos=thisfragment.pos-thisfragment.v*dt
            thisfragment.pos.y=thisfragment.pos.y
        #check for collision with bullets
        for thisbullet in bulletsList:
            if(collisionSpheres(thisbullet, thisfragment)and thisbullet
                .visible==1):
                thisfragment.visible=0
                thisbullet.visible=0

```

9. The section of code that counts how many asteroids are left also needs to count how many fragments are left. After the `for` loop that counts the asteroids that are left, add a second `for` loop that counts the remaining fragments.

```

for thisfragment in fragmentList:
    if thisfragment.visible:
        Nleft=Nleft+1

```

10. That should do it. Run your code and fix any errors.
11. Note that we could have written our code more efficiently. Whenever you find that you are copying and pasting the same code over and over, you might want to consider putting it into a function and calling the function. For example, we have to wrap the motion of the spaceship, asteroids, and fragments. We

can create a `wrap()` function that takes an argument of the object (like spaceship) and checks to see if it is off screen. If it is off screen, it wraps the position of the object. If you notice ways like this to reduce the number of lines of code, feel free to make those changes.

Analysis

C Complete this exercise and do the following.

1. Add a point system that tallies points whenever an asteroid is shot.
2. Add a keystroke for the “down” arrow key that sets the thrust to a negative value (such as `thrust=-6`).
3. Print the total number of points at the end of the game when the spaceship collides with an asteroid.

B Do everything for **C** and the following.

1. Place the entire `while spaceship.visible==1:` loop inside another `while 1:` loop so that after the spaceship collides with an asteroid the program will not end, but rather it will begin again.
2. You will need to reinitialize your variables for the velocity, thrust, and net force on the spaceship, along with your lists, in order to reset the game. You can copy code like the following and paste it just after the `while 1:` statement.

```
spaceship.visible=1
spaceship.v=vector(0,0,0)
thrust=0
Fnet=vector(0,0,0)
```

```
#bullets
bulletsList=[]
```

```
#asteroids
Nleft=0 #counter for number of asteroids left in the scene
asteroidList=[]
createAsteroids()
```

```
#fragments
fragmentList=[]
```

3. Call the `pause()` function after resetting your variables and lists and before the `while spaceship.visible==1:` statement.
4. Allow a total of 3 lifetimes for the spaceship and end the program after the third one.

A Do everything for **B** with the following modifications and additions.

1. Add fragmentation for the asteroids so that the physics is correct and all fragments have to be shot before the game is reset.