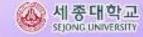


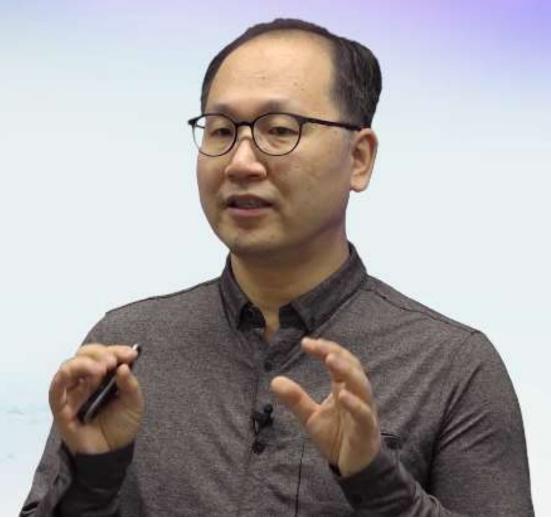


4주차 만유인력과 천체의 운동 I 지구와 달

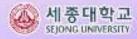








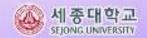








고려된 순서에 맞춰 코딩을 하는 것이 구조 파악에 도움됨



GlowScript 2.7 VPython

#Creating Objects







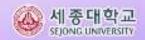
지구와 달의 물리적 성질, 시간 설정, 물리적인 상수



while 문 (시뮬레이션 루프)



오일러-크로머 방법 (수치적분)



#Creating Objects

Earth = sphere(pos = vector(0,0,0),
radius = 6400000, texture = textures.earth)





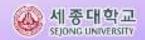






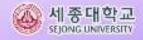






Moon = sphere(pos = vector(385000e3,0,0),
radius = 1737000, make_trail = True)





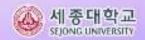












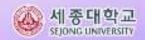
sf = 6 #scale factor
Earth.radius = sf*Earth.radius
Moon.radius = sf*Moon.radius











#Physical Properties

G = 6.67e - 11

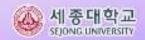
Earth mass = 5.972e24

Moon.mass = 7.347e22

Earth.v = vec(0,0,0)

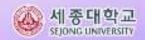
Moon.v = vec(0,0,0)





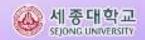
```
#time
t = 0
dt = 60
```





#Simulation Loop while True: rate(1000)

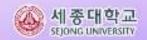




#Forces

r = Earth.pos - Moon.pos





Moon.f = G*Earth.mass*Moon.mass/mag(r)**2*norm(r)
Earth.f = Moon.f

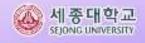




#Time Integration

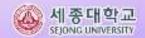
Moon.v = Moon.v + Moon.f/Moon.mass*dt
Earth.v = Earth.v + Earth.f/Earth.mass*dt
Moon.pos = Moon.pos + Moon.v*dt
Earth.pos = Earth.pos + Earth.v*dt
t = t + dt







달과지구의충돌을체크하고 그 시간을 기록하는 코드

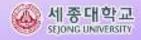


#Collision Check

```
if Earth.radius + Moon.radius > mag(r):
    print("Collision!")
    print( t/60/60/24, "days")
    break
```

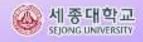








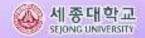


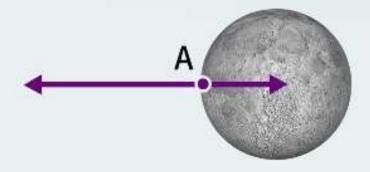




달이 멈춘다면 인류에게 남은시간 <mark>5일</mark>



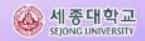






지구로부터 한 약 9,500km 떨어진 지점

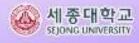




소행성의 경우는 다름!









적분으로 지구와 달의 충돌시간 계산 가능



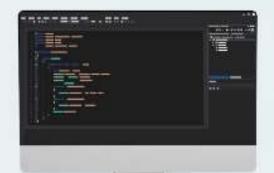
출처:게티이미지뱅크





코드 로

지구와 달의 충돌시간 계산 가능



출처 : 게티이미지뱅크

물리 시뮬레이션을 코딩하는 것의 묘미

[자료 출처]

- * 게티이미지뱅크(https://www.gettyimagesbank.com/)
 - -947686812, 963424238, a10372607

