The 2nd phase engine contains the following classes:

1. Anchored Spring – contains the necessary things in order to make an object looks like an anchored spring.
2. Bungee Spring- contains the necessary things in order to make an object looks like an Bungee spring.
3. Cable- contains the necessary things in order to make an object a cable like object.
4. Cable Spring- contains the necessary things in order to make an object looks like a Cable spring.
5. Contact Resolver- this resolves if things collide to each other and continues the simulation in our world.
6. Drag Force Generator- This class generate the drag force an object has and applies it to the object. K1 and k2 are the constant values for the drag.
7. Force Generator- This is used in order to make Drag and Gravity Force Generator. This add force to a particle.
8. Force Registry- This class updates the Forces that are being add by the user. It can add or delete force depending on the will of the user.
9. Gravity Force Generator- similar to the drag force, this class generates the gravitational force and will be applied to the object.
10. My Particle – is the object that we create in our engine and this class have all the properties of the object needed.
11. My Vector – handles the mathematical computations that are needed in the engine. This class has operator overloading functions that lets the engine perform Vector classes operations.

1. Particle Contact- This class checks whether our objects will collide or not and fix the simulation to properly visualize what should really happened.
2. Particle Link- this checks whether a particle is link or not.
3. Particle Spring- contains the necessary things in order to make an object looks like a Particle spring.
4. Physics World- contains the information in order to apply physics in our world. This class is the brain that connects everything to make the object move within our world.
5. Render Particle- this class is used to render the shape of the all particles.
6. Rod- contains the necessary things in order to make an object a rod.
7. Utils – is used to add offset value to the position of our object.