-> use this for simulation instead of F=ma

F = ma = mg (only g is working close to earth)

Sx(t) -> Sy(t0) Vx(t0) Vy(t0)

– will work only if we are close to x0

Good for starting the simulation, very time consuming but allows to find whether our solution is correct

**Solution of simple movement on X and Y axis**

We get the exact values.