

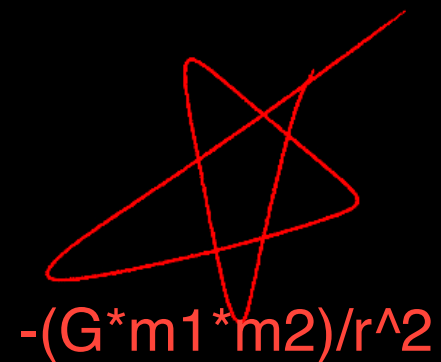
① Define Planets

- Mass
- Radius
- Velocity/Accelation

- Python
- SQL

② Create motion

- Numpy



- $-(G \cdot m_1 \cdot m_2) / r^2$
- Calculations
- $-F = ma$ [$a = F/m$]
- sin, cos, tan

- Keplers laws of planetary motion

③ Draw/Translate visually

- PyGame

- Circles($2 \cdot \pi \cdot r$)

- Movement(While loop to translate)