

# Restricted\_Three\_Body\_Problem\_2D

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```
[ ]: def gravity(r,t):  
    x = r[0]  
    x1 = r[1]  
    y = r[2]  
    y1 = r[3]  
  
    dxdt = x1  
    dydt = y1  
  
    dx1dt = -x/((x**2+y**2)**(3/2))-mp*(x-np.cos(t))/(((x-np.cos(t))**2+(y-np.  
→sin(t))**2)**(3/2))  
    dy1dt = -y/((x**2+y**2)**(3/2))-mp*(y-np.sin(t))/(((x-np.cos(t))**2+(y-np.  
→sin(t))**2)**(3/2))  
  
    #x-position x-velocity y-position y-velocity  
    #####  
    drdt = [dxdt,dx1dt,dydt,dy1dt]  
    return drdt
```