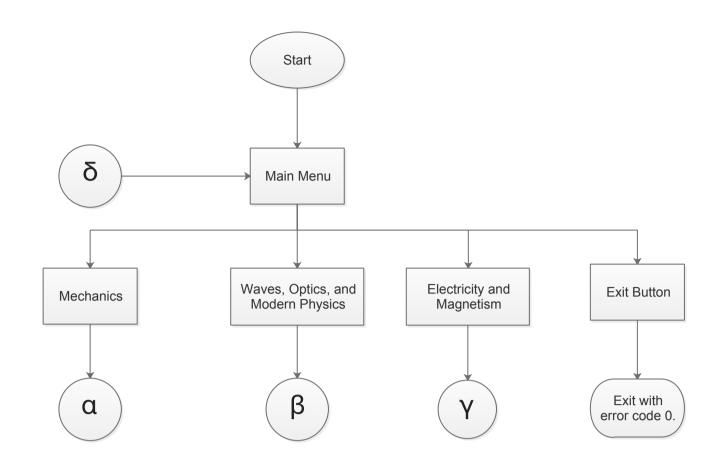
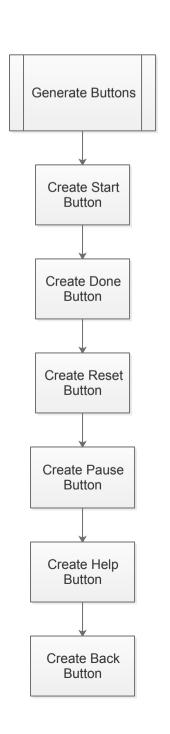
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Vect2D: A class that stores a 2-dimensional vector or point. List: A class capable of storing elements of a specified object type LineChart: A class that represents a line graph based on two variables. abstract PhysicalObject: protected Vect2D position protected Vect2D velocity protected Vect2D acceleration protected Image image public abstract void applyForce(Vect2D force): Applies an accelerative force public static double constrain(double value, double min, double max): constrains the value variable between min and max protected void move(): Changes the velocity and position based on the velocity and acceleration. protected void update(): Updates the object's position on screen relative to the its center. public Vect2D getPosition() public void setPosition(Vect2D position) public Vect2D getVelocity() public void setVelocity(Vect2D velocity) public Vect2D getAcceleration() public void setAcceleration(Vect2D acceleration) public Image getImage()

static class CIsMain:
Primary class of the entire algorithm. Contains the main menu allowing the user to select a topic to view.

protected Button btnMech: Will take you to the Mechanics menuprotected Button btnWav: Will take you to the Waves menuprotected Button btnEM: Will take you to the Electricity menu.

interface IConstants: Interface containing all global constants used by every program.

static class ClsHandlers:
Class handling the events triggered by every Button object
throughout the algorithm.
All data related to what the button's actions are is stored in this
class.

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