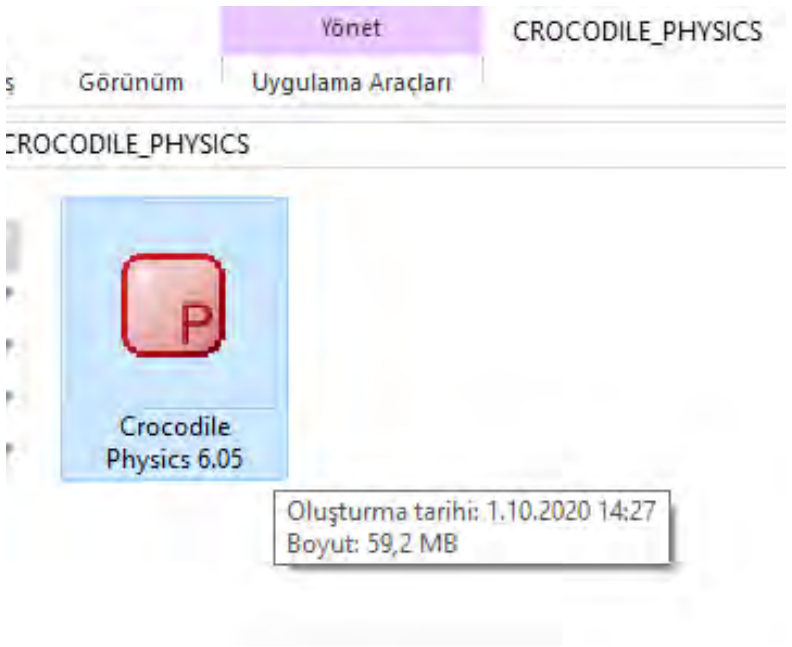
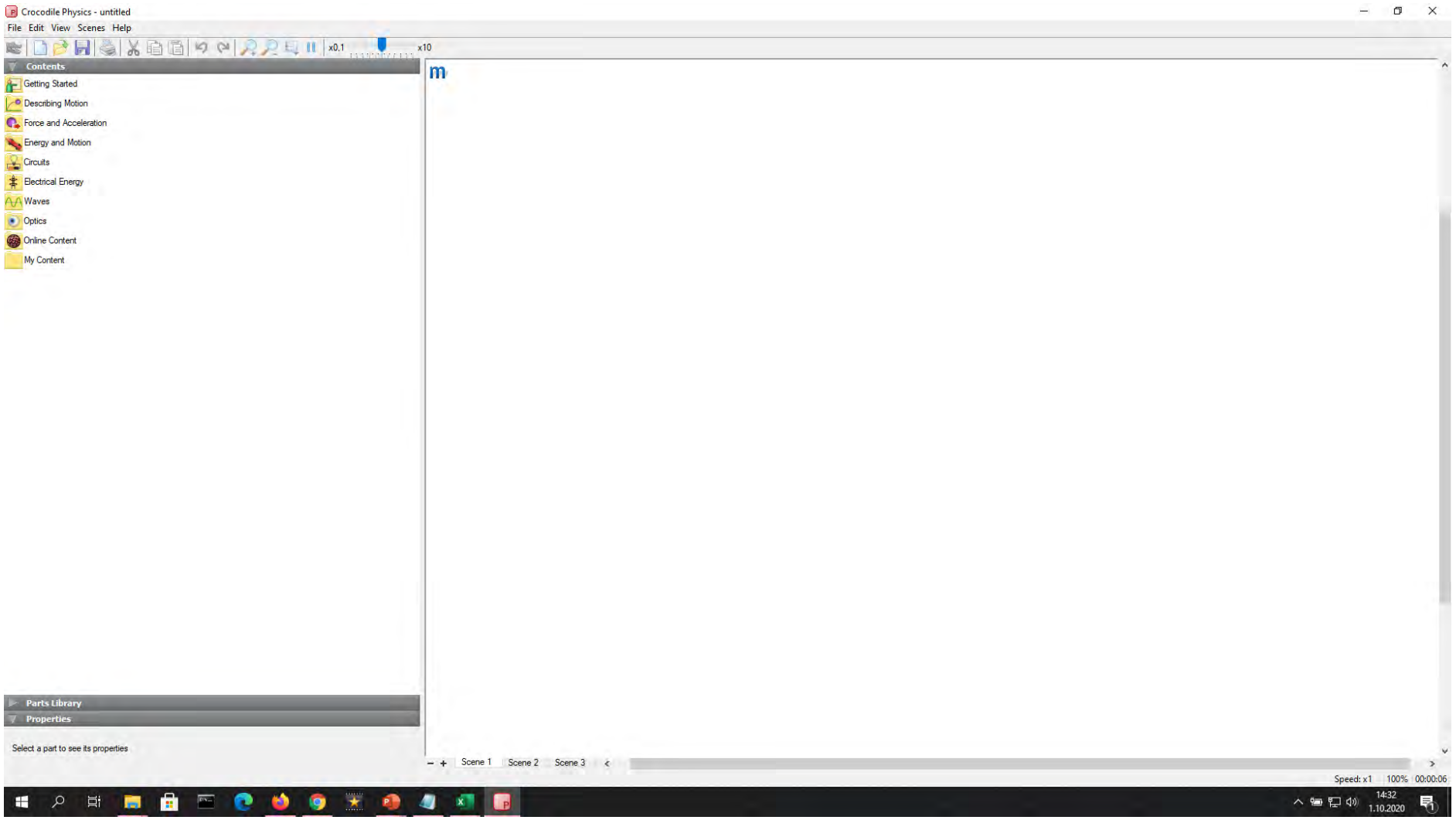
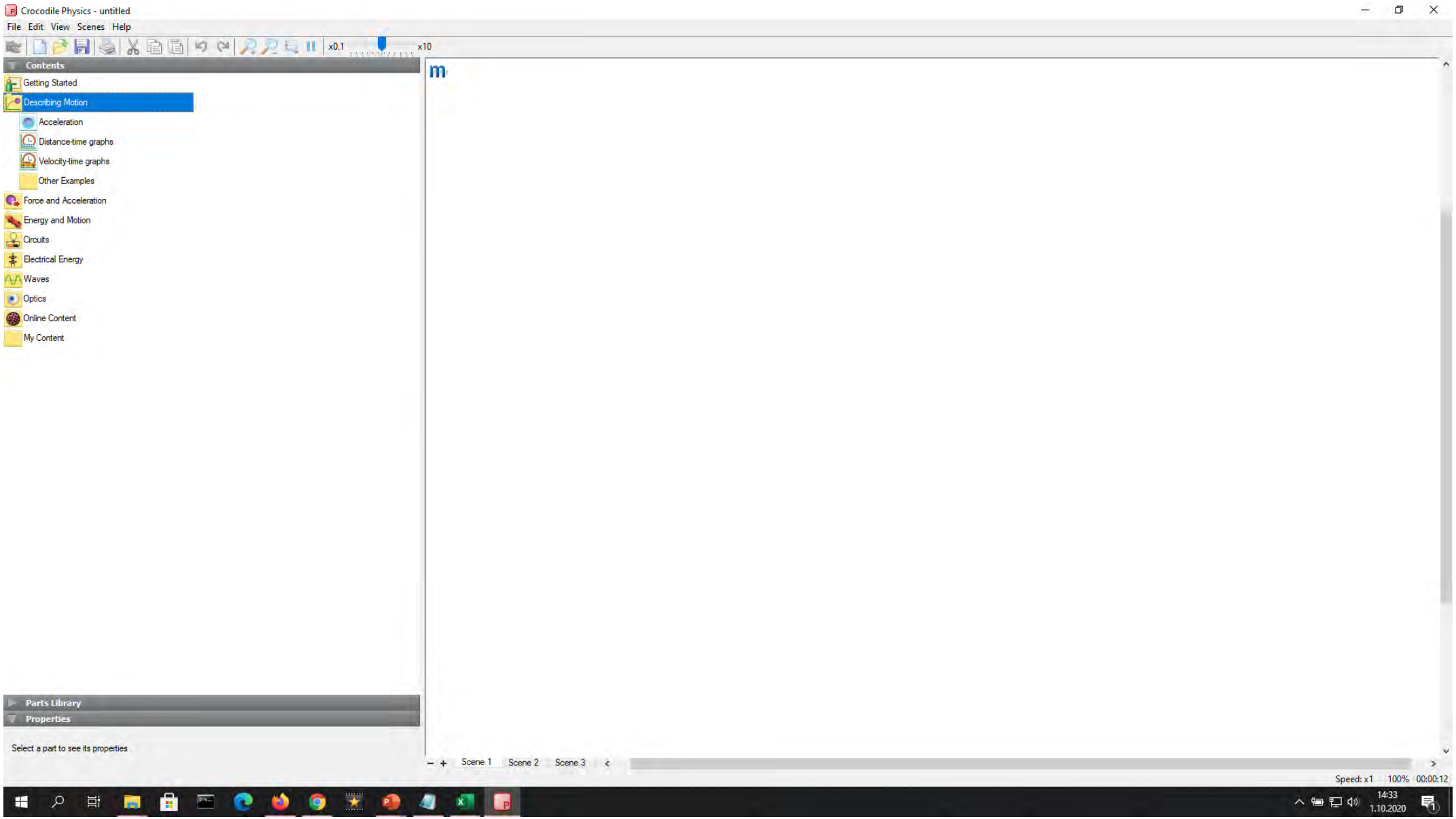
CROCODILE PHYSICS 6.05 PROGRAMINI ÇALIŞTIRINIZ



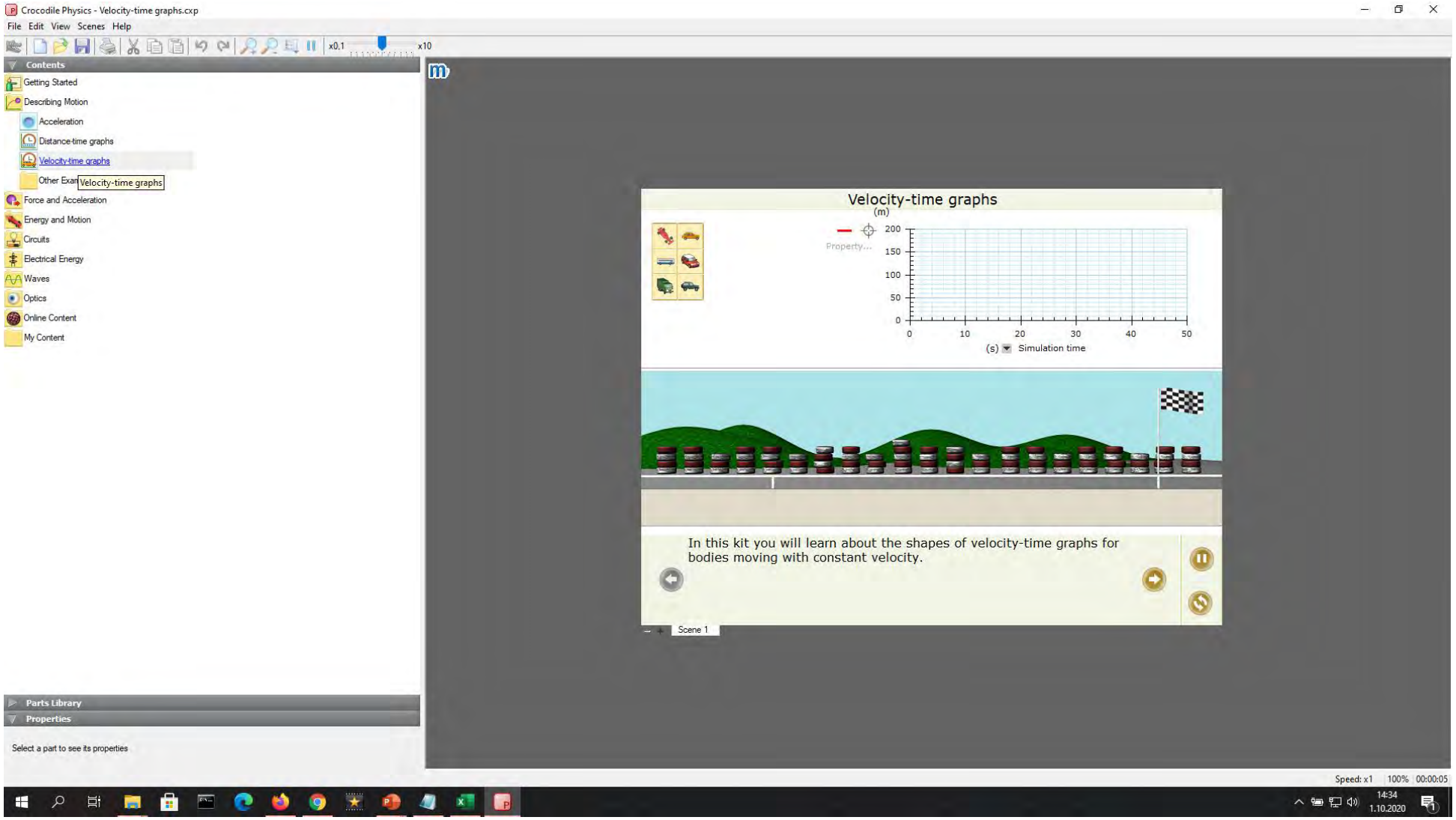
Karşınıza bu şekilde bir arayüz çıkacaktır.



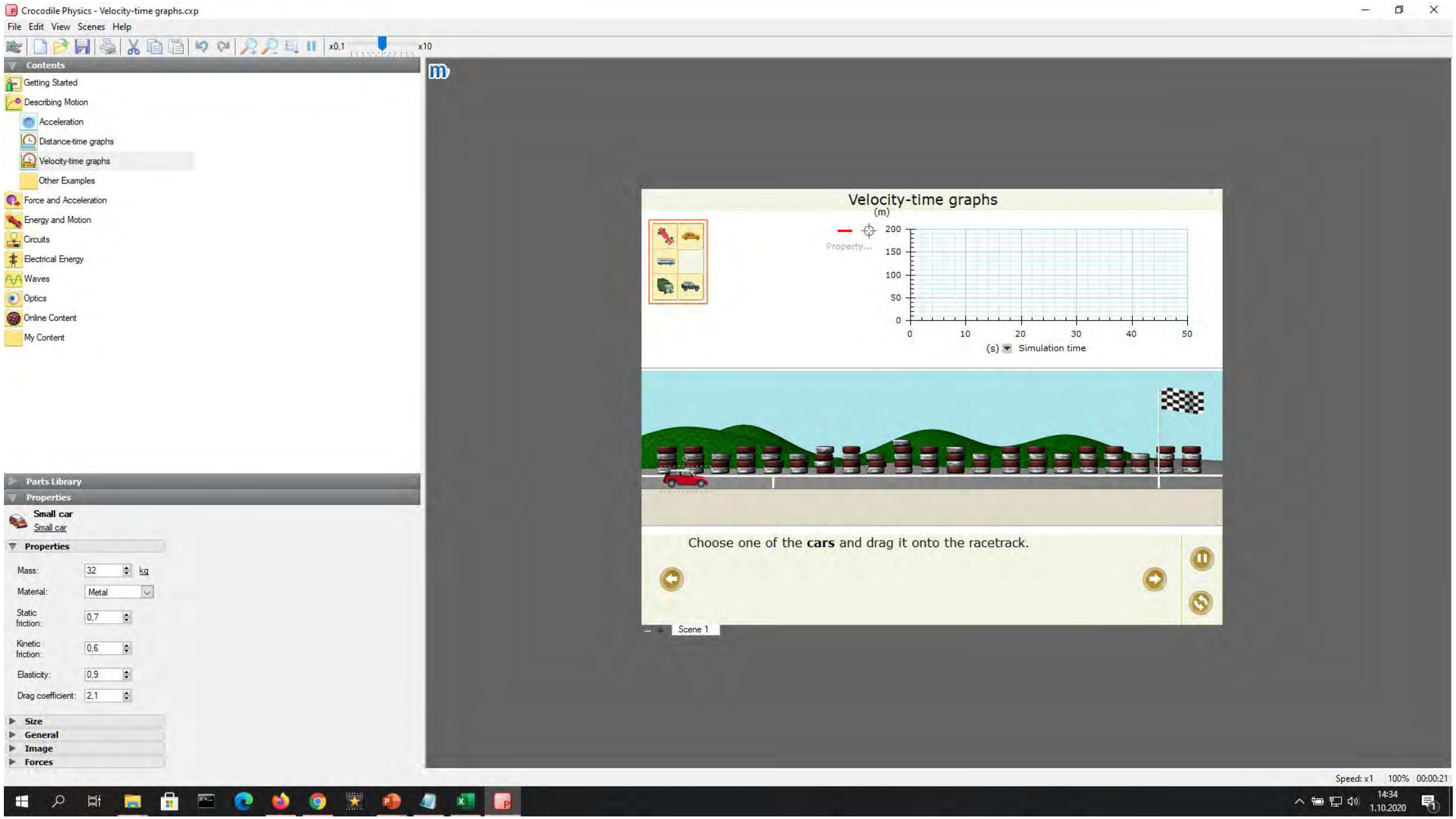
«Describing motion» klasörünü seçin.



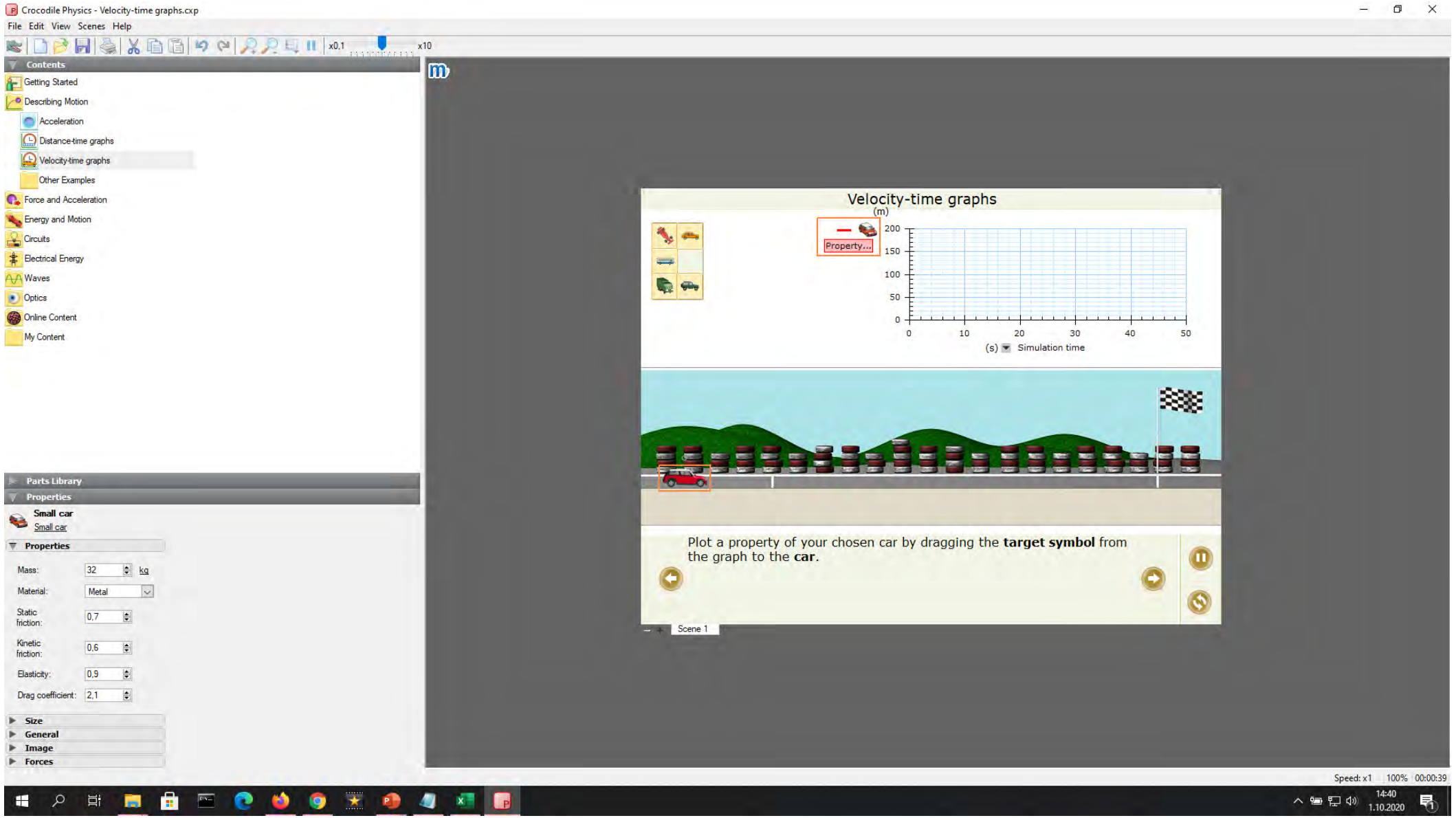
«velocity-time» grafiğini seçin.



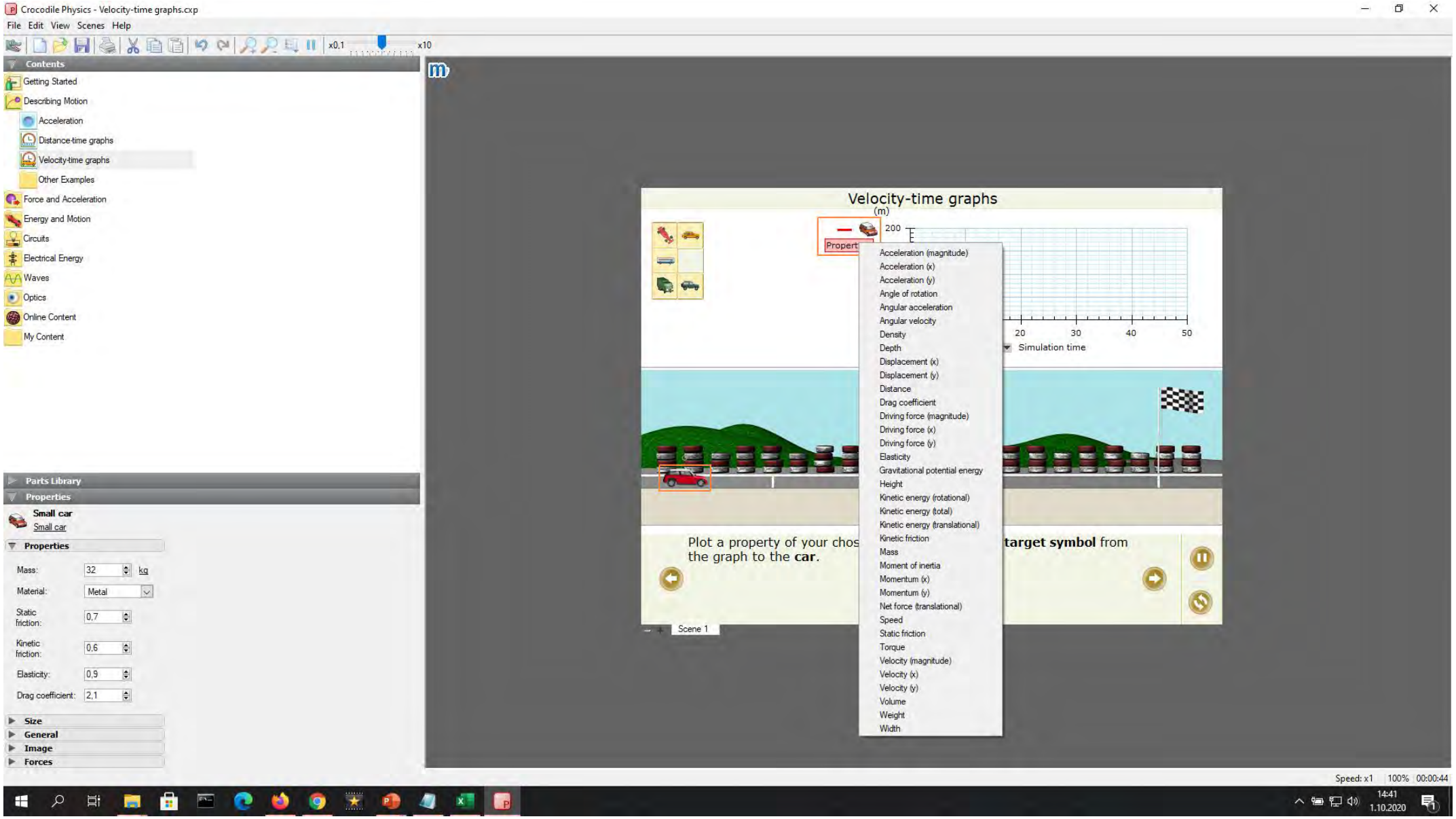
Bir aracı sürükleyerek aşağı çekiniz.



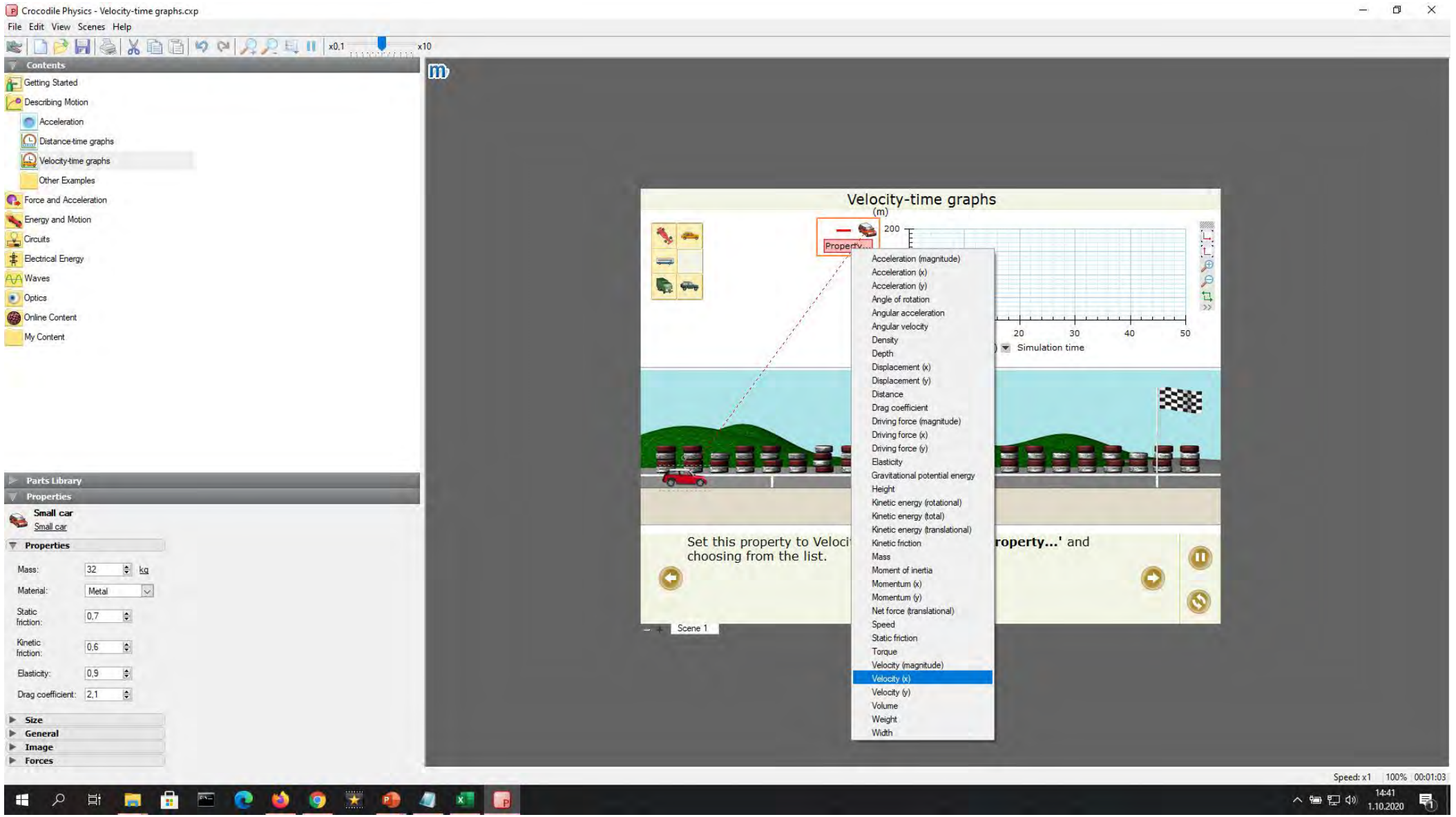
Grafiğin yanındaki hedef işaretini aracın üstüne sürükleyiniz.



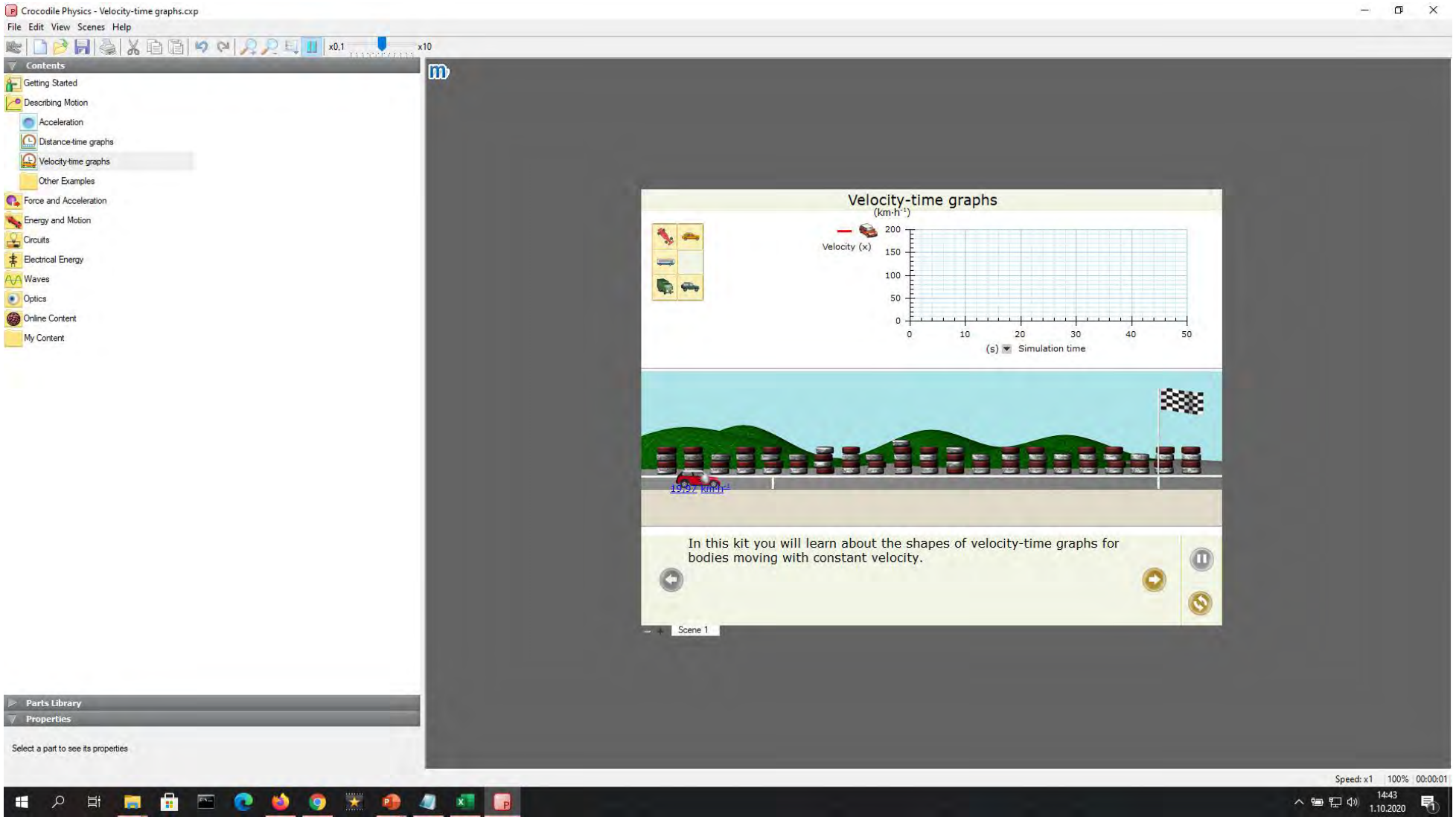
Grafiğin «properties» kısmına tıklayarak açınız.



Buradan «velocity(x)» seçeneğini seçiniz.



Aracın ortasından tutarak x yönünde sabit hız veriniz.



Grafiğin oluşumunu inceleyerek soruları cevaplayınız.