**Guide:**

A) INPUTS:

Hay he hacer estados: int current\_state = 0;

Entonces, a medida que se pase de "pantalla", se va actualizando:

0 - welcome

1- tutorial

2- data input

3- selection between test and final data

4- test

5- pause

6- final data (final frame, newton y representación)

0) le das a RETURN para continuar

1) le das a RETURN para continuar

2) Se pone en input como está hecho ya (vas poniendo el input y RETURN para seguir). RETURN para llegar a la selección

3) int integrator\_sel = 0;

Se le pedirá que escriba 1 si quiere el test o 2 si quiere final data. Cualquier otro número le mostrará en pantalla que es un error y que pruebe el número 1 o 2

4) bool paused = false;

los que tenéis la parte de hacer el integrador os ocupáis de cómo pausarlo y de qué se muestra en pantalla cuando pausado y cómo reactivarlo

5) como hemos dicho antes, el estado de pausa, y si le das al RETURN se reactiva, pero la decisión final la tenéis los del integrador

6) final data, si le das al RETURN vuelve al estado 1.

B) REDACTADO/GUÍA

0)

- - - - - - Welcome to the Verlet Integrator - - - - - -

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This project has been done for CITM-TTC under the MIT License.

Press RETURN to continue.

Press ESC to exit.

1)

- - - - - - How this Code works - - - - - -

To move between the steps you will need to use RETURN.

The first step is to INPUT THE DATA:

Use the numbers to input the data you are being asked for and press RETURN once you have finished writing.

You will be asked for the initial data: position x and y, speed vx and vy, acceleration ax and ay, a radius, a density and elapsed time.

The second step is to choose what you need to know:

If you want to print every frame, you will need to choose "TEST OF THE INTEGRATOR". You will need to write "1" when asked. Take into account that while the code is calculating each frame, you will be able to pause and unpause the representation.

If you only want the final data, you will need to choose "FINAL DATA". This will show you the data of the first and last frame, the final data calculated with Newton's Laws and a representation of the ball's movement.

Finally, to return to this screen, you will need to press RETURN again.

You can always use ESC to exit the Verlet Integrator.

Press RETURN to continue.

Press ESC to exit.