APPENDIX

Visual Python Quick Reference

Note: This is only a list of the functions used in the code you will be writing. For more information on visual python, visit <http://vpython.org/contents/docs/>

Note: x func(y a, z b) denotes a function named func that takes parameters a & b of type y & z respectively and returns type x

Note: x.c denotes a characteristic of the objects of the class with type x and name c

Class 3Dobject

* Object sphere((double x, double y, double z) pos, double radius)
* Vector.pos #position represented by a vector(double x, double y, double z)
* Double.radius #radius represented by a double, or a decimal number
* Double.mass #mass represented by a double, or a decimal number
* Color.color #color represented by a color.color (eg color.red)
* Vector.velocity #velocity represented by a vector(double x, double y, double z)
* Vector.accel #acceleration represented by a vector(double x, double y, double z)
* Double.b #drag represented by a double, or a decimal number
* Vector.F\_g #force of gravity represented by a vector(double x, double y, double z)
* Vector.F\_drag #force of drag represented by a vector(double x, double y, double z)
* Vector.F\_net #net force represented by a vector(double x, double y, double z)

Class Vector

* Vector vector(double x, double y, double z)
* Double.x #x position represented by a double, or a decimal number
* Double.y #y position represented by a double, or a decimal number
* Double.z #z position represented by a double, or a decimal number