Project 2 in FYS3150

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https://github.com/UlrikSeip/Projects/tree/master/prosjekt3

1 ABSTRACT

2 INTRODUCTION

When simulating orbits for several celestial bodies with high accuracy, the computation can be expensive, and so it is paramount to strike a balance between efficiency and accuracy. To explore this balance, we run simulations using both the Forward-Euler method and the Velocity-Verlet integration methods. Having found the optimal way to simulate the orbits, we move on to

3 METHOD

4 RESULTS

5 CONCLUSIONS

6 APENDICES

7 REFERENCES

References

[1] Computational Physics, Lecture Notes Fall 2015, Morten Hjort-Jensen p.215-220