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% Define system parameters
m1 = 1.0;           % Mass of m1 in kg
m2 = 1.0;           % Mass of m2 in kg
k = 1000.0;         % Spring stiffness in N/m
c = 5.0;            % Damping coefficient in Ns/m
l = 0.5;            % Free length of the spring in m
g = 9.81;           % Acceleration due to gravity in m/s^2

% Initial conditions
x1_initial = 0.0;
y1_initial = 0.0;
vx1_initial = 0.0;
vy1_initial = 1.0;

x2_initial = 0.5;
y2_initial = 0.0;
vx2_initial = 0.0;
vy2_initial = -1.0;

% Time step
dt = 1.0e-5;

% Number of time steps
num_steps = 100000;

% Time array
time = (0:num_steps-1) * dt;

% Initialize arrays to store positions and velocities
x1 = zeros(1, num_steps);
y1 = zeros(1, num_steps);
vx1 = zeros(1, num_steps);
vy1 = zeros(1, num_steps);

x2 = zeros(1, num_steps);
y2 = zeros(1, num_steps);
vx2 = zeros(1, num_steps);
vy2 = zeros(1, num_steps);

% Initialize distance between masses array
distance_between_masses = zeros(1, num_steps);

% Initialize kinetic energy, spring potential energy, gravitational potential
% energy and total energy array
kinetic_energy = zeros(1, num_steps);
spring_pot_energy = zeros(1, num_steps);
grav_pot_energy = zeros(1, num_steps);
total_energy = zeros(1, num_steps);

% Set initial conditions
x1(1) = x1_initial;
y1(1) = y1_initial;
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vx1(1) = vx1_initial;
vy1(1) = vy1_initial;

x2(1) = x2_initial;
y2(1) = y2_initial;
vx2(1) = vx2_initial;
vy2(1) = vy2_initial;

distance_between_masses(1) = sqrt((x2(1) - x1(1))^2 + (y2(1) - y1(1))^2);
kinetic_energy(1) = 0.5*m1*((vx1(1))^2 + (vy1(1))^2) + 0.5*m2*((vx2(1))^2 +
    (vy2(1))^2);
spring_pot_energy(1) = 0.5*k*((distance_between_masses(1) - l)^2);
grav_pot_energy(1) = m1*g*y1(1) + m2*g*y2(1);
total_energy(1) = kinetic_energy(1) + spring_pot_energy(1) +
    grav_pot_energy(1);

% disp(total_energy(1));

% Using Euler's explicit scheme
for i = 1:num_steps-1
    % Forces
    spring_force = k * (distance_between_masses(i) - l);
    damper_force_x = c * (vx2(i) - vx1(i));
    damper_force_y = c * (vy2(i) - vy1(i));

    % Accelerations
    ax1 = (spring_force * (x2(i) - x1(i))) / (m1 * distance_between_masses(i))
+ damper_force_x / m1;
    ay1 = (spring_force * (y2(i) - y1(i))) / (m1 * distance_between_masses(i))
+ damper_force_y / m1 - g;

    ax2 = (spring_force * (x1(i) - x2(i))) / (m2 * distance_between_masses(i))
- damper_force_x / m2;
    ay2 = (spring_force * (y1(i) - y2(i))) / (m2 * distance_between_masses(i))
- damper_force_y / m2 - g;

    % Calculate k1 values
    k1x1 = vx1(i);
    k1x2 = vx2(i);
    k1y1 = vy1(i);
    k1y2 = vy2(i);
    k1vx1 = ax1;
    k1vx2 = ax2;
    k1vy1 = ay1;
    k1vy2 = ay2;

    % To calculate, k2 values, first calculate some temporary values of x1,
    % x2, y1, y2, etc...
    temp_x1 = x1(i) + 0.5*dt*k1x1;
    temp_x2 = x2(i) + 0.5*dt*k1x2;
    temp_y1 = y1(i) + 0.5*dt*k1y1;
    temp_y2 = y2(i) + 0.5*dt*k1y2;
    temp_vx1 = vx1(i) + 0.5*dt*k1vx1;
    temp_vx2 = vx2(i) + 0.5*dt*k1vx2;

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temp_vy1 = vy1(i) + 0.5*dt*k1vy1;
temp_vy2 = vy2(i) + 0.5*dt*k1vy2;

temp_distance = sqrt((temp_x2 - temp_x1)^2 + (temp_y2 - temp_y1)^2);
temp_spring_force = k * (temp_distance - l);
temp_damper_force_x = c * (temp_vx2 - temp_vx1);
temp_damper_force_y = c * (temp_vy2 - temp_vy1);

temp_ax1 = (temp_spring_force * (temp_x2 - temp_x1)) / (m1 *
temp_distance) + temp_damper_force_x / m1;
temp_ay1 = (temp_spring_force * (temp_y2 - temp_y1)) / (m1 *
temp_distance) + temp_damper_force_y / m1 - g;

temp_ax2 = (temp_spring_force * (temp_x1 - temp_x2)) / (m2 *
temp_distance) - temp_damper_force_x / m2;
temp_ay2 = (temp_spring_force * (temp_y1 - temp_y2)) / (m2 *
temp_distance) - temp_damper_force_y / m2 - g;

k2x1 = temp_vx1;
k2x2 = temp_vx2;
k2y1 = temp_vy1;
k2y2 = temp_vy2;
k2vx1 = temp_ax1;
k2vx2 = temp_ax2;
k2vy1 = temp_ay1;
k2vy2 = temp_ay2;

% To calculate, k3 values, first calculate some temporary values of x1,
% x2, y1, y2, etc...
temp_x1 = x1(i) + 0.5*dt*k2x1;
temp_x2 = x2(i) + 0.5*dt*k2x2;
temp_y1 = y1(i) + 0.5*dt*k2y1;
temp_y2 = y2(i) + 0.5*dt*k2y2;
temp_vx1 = vx1(i) + 0.5*dt*k2vx1;
temp_vx2 = vx2(i) + 0.5*dt*k2vx2;
temp_vy1 = vy1(i) + 0.5*dt*k2vy1;
temp_vy2 = vy2(i) + 0.5*dt*k2vy2;

temp_distance = sqrt((temp_x2 - temp_x1)^2 + (temp_y2 - temp_y1)^2);
temp_spring_force = k * (temp_distance - l);
temp_damper_force_x = c * (temp_vx2 - temp_vx1);
temp_damper_force_y = c * (temp_vy2 - temp_vy1);

temp_ax1 = (temp_spring_force * (temp_x2 - temp_x1)) / (m1 *
temp_distance) + temp_damper_force_x / m1;
temp_ay1 = (temp_spring_force * (temp_y2 - temp_y1)) / (m1 *
temp_distance) + temp_damper_force_y / m1 - g;

temp_ax2 = (temp_spring_force * (temp_x1 - temp_x2)) / (m2 *
temp_distance) - temp_damper_force_x / m2;
temp_ay2 = (temp_spring_force * (temp_y1 - temp_y2)) / (m2 *
temp_distance) - temp_damper_force_y / m2 - g;

k3x1 = temp_vx1;

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k3x2 = temp_vx2;
k3y1 = temp_vy1;
k3y2 = temp_vy2;
k3vx1 = temp_ax1;
k3vx2 = temp_ax2;
k3vy1 = temp_ay1;
k3vy2 = temp_ay2;

% To calculate, k4 values, first calculate some temporary values of x1,
% x2, y1, y2, etc...
temp_x1 = x1(i) + dt*k3x1;
temp_x2 = x2(i) + dt*k3x2;
temp_y1 = y1(i) + dt*k3y1;
temp_y2 = y2(i) + dt*k3y2;
temp_vx1 = vx1(i) + dt*k3vx1;
temp_vx2 = vx2(i) + dt*k3vx2;
temp_vy1 = vy1(i) + dt*k3vy1;
temp_vy2 = vy2(i) + dt*k3vy2;

temp_distance = sqrt((temp_x2 - temp_x1)^2 + (temp_y2 - temp_y1)^2);
temp_spring_force = k * (temp_distance - l);
temp_damper_force_x = c * (temp_vx2 - temp_vx1);
temp_damper_force_y = c * (temp_vy2 - temp_vy1);

temp_ax1 = (temp_spring_force * (temp_x2 - temp_x1)) / (m1 *
temp_distance) + temp_damper_force_x / m1;
temp_ay1 = (temp_spring_force * (temp_y2 - temp_y1)) / (m1 *
temp_distance) + temp_damper_force_y / m1 - g;

temp_ax2 = (temp_spring_force * (temp_x1 - temp_x2)) / (m2 *
temp_distance) - temp_damper_force_x / m2;
temp_ay2 = (temp_spring_force * (temp_y1 - temp_y2)) / (m2 *
temp_distance) - temp_damper_force_y / m2 - g;

k4x1 = temp_vx1;
k4x2 = temp_vx2;
k4y1 = temp_vy1;
k4y2 = temp_vy2;
k4vx1 = temp_ax1;
k4vx2 = temp_ax2;
k4vy1 = temp_ay1;
k4vy2 = temp_ay2;

% Update velocities and positions of m1
vx1(i+1) = vx1(i) + dt*(k1vx1 + 2.0*k2vx1 + 2.0*k3vx1 + k4vx1)/6.0;
vy1(i+1) = vy1(i) + dt*(k1vy1 + 2.0*k2vy1 + 2.0*k3vy1 + k4vy1)/6.0;

x1(i+1) = x1(i) + dt*(k1x1 + 2.0*k2x1 + 2.0*k3x1 + k4x1)/6.0;
y1(i+1) = y1(i) + dt*(k1y1 + 2.0*k2y1 + 2.0*k3y1 + k4y1)/6.0;

% Update velocities and positions of m2
vx2(i+1) = vx2(i) + dt*(k1vx2 + 2.0*k2vx2 + 2.0*k3vx2 + k4vx2)/6.0;
vy2(i+1) = vy2(i) + dt*(k1vy2 + 2.0*k2vy2 + 2.0*k3vy2 + k4vy2)/6.0;

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x2(i+1) = x2(i) + dt*(k1x2 + 2.0*k2x2 + 2.0*k3x2 + k4x2)/6.0;
y2(i+1) = y2(i) + dt*(k1y2 + 2.0*k2y2 + 2.0*k3y2 + k4y2)/6.0;

% Update distance
distance_between_masses(i+1) = sqrt((x2(i+1) - x1(i+1))^2 + (y2(i+1) -
y1(i+1))^2);

% Update energy
kinetic_energy(i+1) = 0.5*m1*((vx1(i+1))^2 + (vy1(i+1))^2) +
0.5*m2*((vx2(i+1))^2 + (vy2(i+1))^2);
spring_pot_energy(i+1) = 0.5*k*((distance_between_masses(i+1) - l)^2);
grav_pot_energy(i+1) = m1*g*y1(i+1) + m2*g*y2(i+1);
total_energy(i+1) = kinetic_energy(i+1) + spring_pot_energy(i+1) +
grav_pot_energy(i+1);
end

% Plot total energy vs time graph
plot_energy(time, total_energy);

% Uncomment below line to plot x1, y1, x2, y2, vx1, vy1, vx2, vy2 in one plot
% plot_x_y(time, x1, y1, x2, y2, vx1, vy1, vx2, vy2);

function plot_energy(time, total_energy)
figure;
plot(time, total_energy, 'b');
xlabel('t');
ylabel('Total Energy');
title('Total Energy vs. Time');
ylim([0 2]);
end

function plot_x_y(time, x1, y1, x2, y2, vx1, vy1, vx2, vy2)
figure;

% x vs time plot
subplot(2,2,1);
plot(time, x1, 'b', time, x2, 'r');
xlabel('t');
ylabel('x');
legend('m1', 'm2', 'Location','northwest');
title('x vs. Time ');

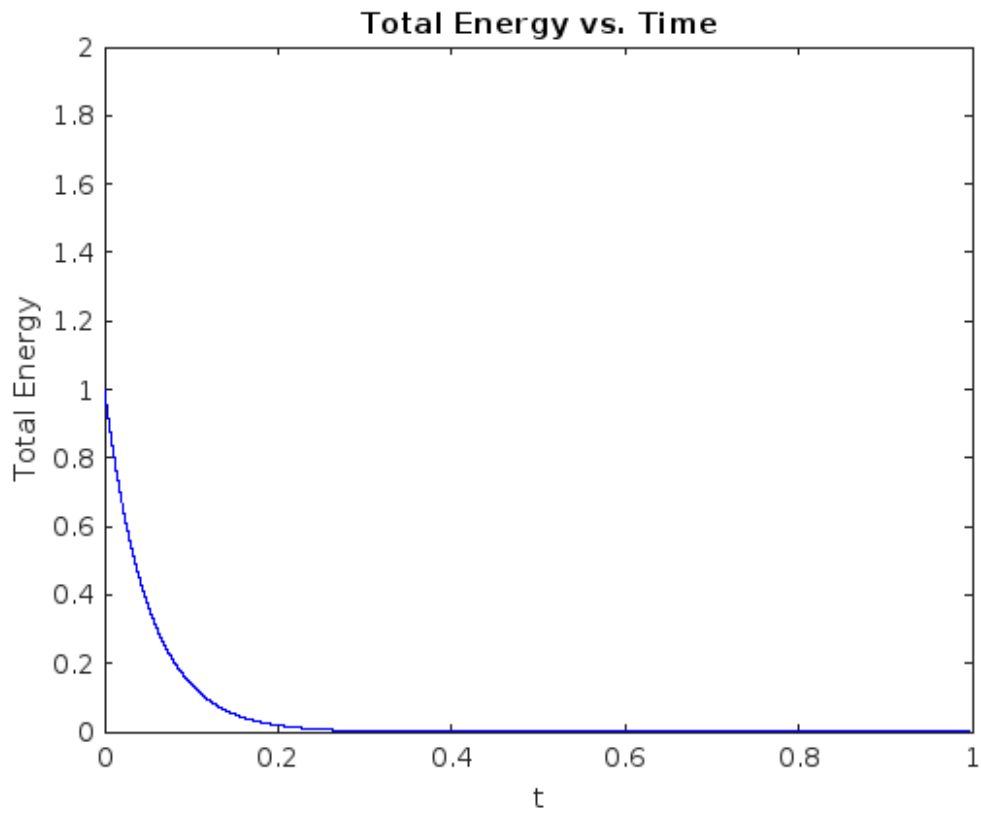
% y vs time plot
subplot(2,2,2);
plot(time, y1, 'b', time, y2, 'r');
xlabel('t');
ylabel('y');
legend('m1', 'm2', 'Location','southwest');
title('y vs. Time');

% vx vs time plot
subplot(2,2,3);
plot(time, vx1, 'b', time, vx2, 'r');
xlabel('t');

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ylabel('vx');
legend('m1', 'm2', 'Location','northeast');
title('vx vs. Time');

% vy vs time plot
subplot(2,2,4);
plot(time, vy1, 'b', time, vy2, 'r');
xlabel('t');
ylabel('vy');
legend('m1', 'm2', 'Location','northeast');
title('vy vs. Time');
end
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