GRAVITY SIMULATOR DESKTOP APP

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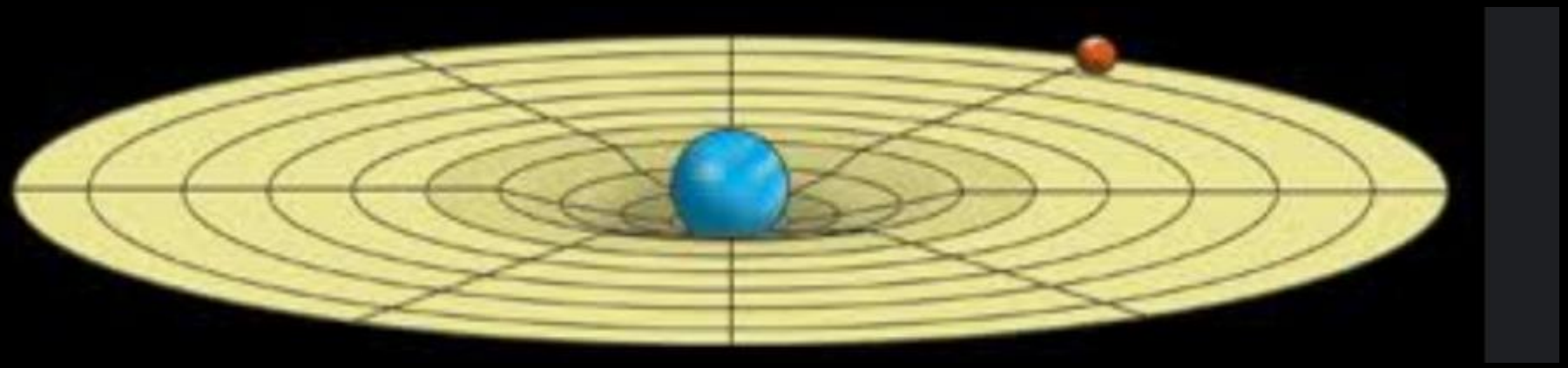
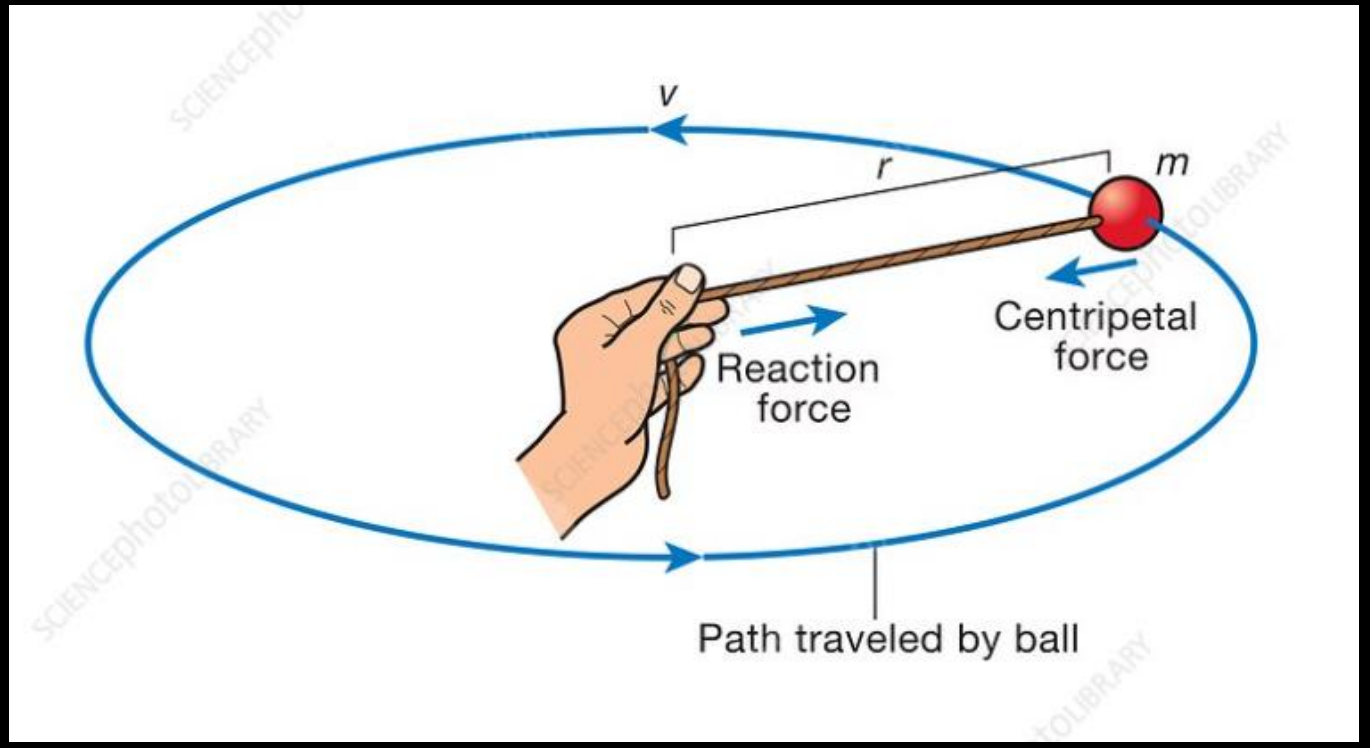
WHAT IS GRAVITY ?

Every **object** in the universe attracts every other object with a **force** F which is proportional to the **product** of their masses $\mathbf{m_1}$ $\mathbf{m_2}$ and inversely proportional to the square of the distance $\mathbf{d^2}$ between them. The force is along the line joining the centres of two objects.



HOW ARTIFICIAL GRAVITY WORKS?

It can be **created using a centripetal force** (in rotational motion)



APPLICATION PROTOTYPE USE

Let us see the demo of application

Example : (a_1 = 1 v_1 =0.3), (a_2 = 2 v_2 =0.4), (a_3 = 3 d_3 =0.6), (a_4 = 4 v_4 =2)

where a_n is acceleration and v_n is velocity, n = 1, 2, 3, …

Code: *Python*

In virtual environment

THANKS