My study on to physic engine it contain to electrical force , gravitational force , collisions so lot of things in newton’s mechanic and give output objects orbits or where did object go.

Its consist of force space velocity collisions and helper functions.

Space function: Moves the object and it controls is object in to our space if object will be out the space so object reflects on space border.

Velocity function : Its changes object velocity with constant acceleration which one is recognized by our input txt

Force function: Its changes too velocity but despite velocity function it doesn’t depend on constant acceleration. It works with coulomb and gravitational forces.

Collision function: If object will be out of our space it reflects and if two objects collision it arrange velocities, coulomb loads etc. with simple collision mechanics.

And other little details…

This is a output of three body problems a little section:

There is a lean on characters because unicode characters lengths are different with background character.