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//
//  PENDULUMWITHFRIC.hpp
//  ODEsolver
//
//  Created by Ben Stager on 5/3/21.
//

#ifndef PENDULUMWITHFRIC_hpp
#define PENDULUMWITHFRIC_hpp

#include <stdio.h>
#include "EULERODE.hpp"
class PendulumWithFriction: public EulerODE{
public:
    PendulumWithFriction();
    PendulumWithFriction(double angle0, double angleV0, double weight, double
stringLength, double dragCo);
    PendulumWithFriction(const PendulumWithFriction &p);
    void computeY_dot();

    double getWeight() const;

private:
    double weight;
    double stringLength;
    double dragCo;
};
#endif /* PENDULUMWITHFRIC_hpp */
```