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//
//  main.cpp
//  ODEsolver
//
//  Created by Ben Stager on 5/3/21.
//

#include <iostream>
#include <fstream>
#include <sstream>
#include "PENDULUMWITHFRIC.hpp"
int main(int argc, const char * argv[]) {

    const double initialAngle = 3.14/4;
    const double initialAngleVelo = 0;
    const double weight = 1.0;
    const double stringLength = 1.0;
    const double dragCo = 0.2;
    PendulumWithFriction object(initialAngle,initialAngleVelo,weight,stringLength,
dragCo);

    const double exportInterval = .05;
    const double finalTime = 50;
    int count = 0;

    std::ofstream outFile;
    outFile.open("/Users/benstager/Desktop/homework22.txt");

    while(true){
        // export every 'exportInterval' (second)
        if (object.getElapsedTime() >= exportInterval * count){
            outFile << object << std::endl;
            count++;
        }
        if (object.getElapsedTime() >= finalTime){
            break;
        }
        // compute a step
        object.incrementTime();
        // check if the object hits the ground
    }
    outFile.close();
    return 0;
}

```