```
let bounce_ball out =
perform (
     h <-- new unknown : v next <-- new unknown :
     v <-- der h ; a <-- der v ;
     _ <-- start (h, 10.);</pre>
     \_ <-- add_equation ( (* v_next = -0.7 v *)
       Linear ( [| v ; v_next |], [| 0.7 ; 1. |], 0. ) );
     _{-} <-- add_equation ( (* a = -9.81 *)
       Linear ([| a |], [| 1. |], 9.81 ));
     log_output [| h , v, v_next |] ;
     contact <-- add_relation {</pre>
       base_rel = Linear([| h |], [| 1. |], 0.);
       sign = Lt
     } ;
     let bounce = {
       signal = Relation contact ;
       requires_reinit = true;
       effects = perform (
          vn_ <-- sim_value_of v_next ;</pre>
          _ <-- sim_set_value v vn_ ;</pre>
          return ()
       )
     } in
     _ <-- add_event bounce ;</pre>
     return (object method h = h method v = v end)
```