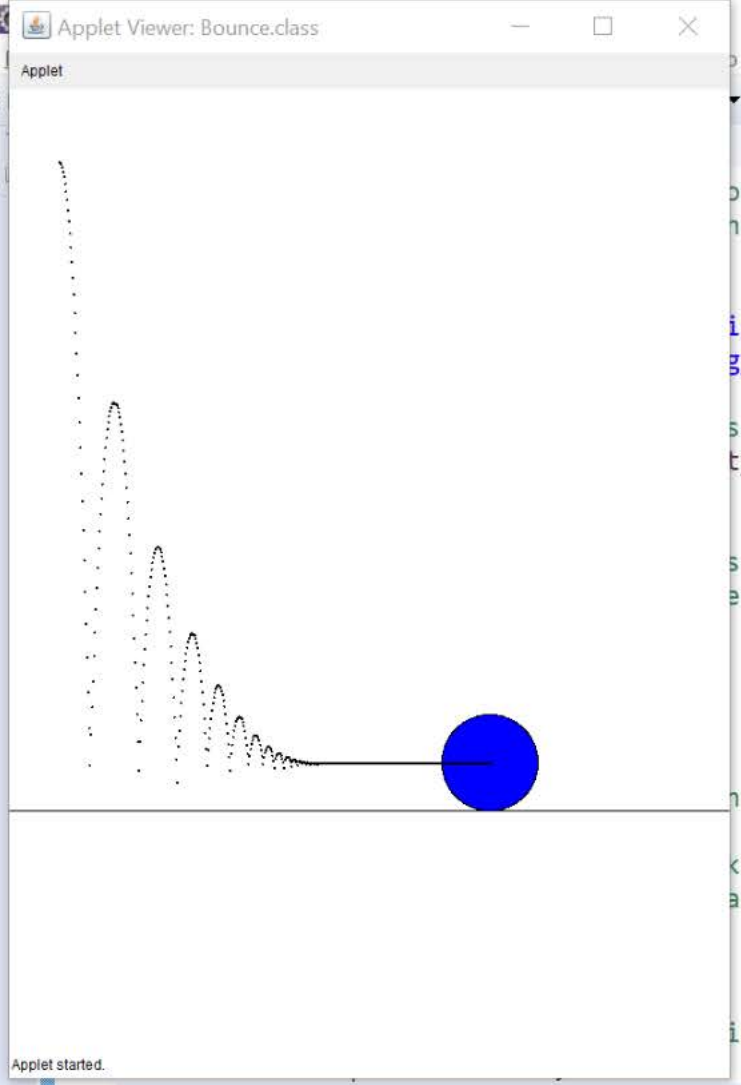


```
of the ball and "eloss" is the amount of energy
nce


ight of the ball in meters [0,60]:= ");
gy loss [0,1]=");

s constant
ty * iheight); // velocity of an object


s the program to keep track of the time. With the
erval_time, we can allow java to add time until









needed to simulate the ball bounce

ke a free variable, taking whatever value it is assigned to
an evaluates true/false


in x direction
49      double velocityX = 8;
50
51      while (TotalTime < TIME_OUT) {
```

Markers | Prope... | Servers | Data ... | Snipp... | Cons...

Bounce (1) [Java Applet] C:\Program Files\Java\jre1.8.0_181\bin\javaw.exe (

```
Time: 44.10000000000036X:353.60000000000286
Time: 44.20000000000036X:354.4000000000029Y
Time: 44.30000000000036X:355.2000000000029Y
Time: 44.40000000000036X:356.0000000000029Y
Time: 44.50000000000036X:356.8000000000029Y
Time: 44.60000000000364X:357.6000000000029
Time: 44.70000000000365X:358.4000000000029
Time: 44.80000000000037X:359.20000000000294
Time: 44.90000000000037X:360.00000000000296
```

Quick Access

12:45 PM