Colliding disks

Create an event-driven molecular dynamic simulation of the given number of hard disks colliding in a square box. Disks should collide elastically with each other (pair collisions) and with the box walls (wall collisions). Pair collisions conserve momentum and wall colissions just reverse velocity component (normal to the wall). Between colissions disks should behave as free particles - simply move straight ahead. Consider disks as equal both in size and masses.

Hints: