

## 計算物理概論

### Homework 2

Release date: 2023/03/27

Due in class: 2023/04/10

(Submit your answers to Google Classroom)

1. Re-implement the angry bird game that we developed in class but using classes and modules.
  - a. Can be either interactive or non-interactive.
  - b. The game will write the final trajectory of the angry bird into a file.
  - c. Use @dataclass to handle trajectory data
  - d. Consider the situation with only one rest target (pig)
  - e. Consider the situation with three moving targets (pigs). You could assign arbitrary initial conditions of the targets (but better reasonable)
  - f. Able to write trajectory data of the bird and all targets (write into separate files).