# Projectile:

This is a simulation of an object's motion in two dimensions which is under constant acceleration due to gravity. Our project presents an approach at mimicking how a sphere thrown from a certain height would travel through space.

The simulation achieves accuracy in capturing the trajectory of motion of the projectile using trigonometry and calculus. It also shows us the maximum distance and height the object thrown can achieve given an initial velocity and launch angle.

Since most games and war simulations involve the propelling of an object to achieve a certain distance accurately, our simulation has its share of applications.

# Drop:

How would an object dropped from a certain height fall? How much time would it take to reach the ground? How high would it bounce back up? The drop simulation takes a crack at answering these questions by replicating real-world conditions for an object being dropped.