```
Vector2
  + X
  + y
  + Vector2()
  + Vector2()
  + norm2()
  + norm()
         #force
        #position
        #velocity
     Mass
# mass
# radius
# xmin
# xmax
# ymin
# ymax
+ Mass()
+ Mass()
+ setForce()
+ addForce()
+ getForce()
+ getPosition()
+ getVelocity()
+ getMass()
+ getRadius()
+ getEnergy()
+ step()
        #mass1
        #mass2
    Spring
# naturalLength
# stiffness
# damping
+ Spring()
getMass1()
+ getMass2()
+ getForce()
+ getLength()
+ getEnergy()
```