## Oscillator

- -mass:double
- -amplitude:double
- -constantK:double
- -phase:double
- +<<constructor>>Oscillator()
- +<<constructor>>Oscillator(\_mass:double, \_amplitude:double, \_constantK:double, \_constantK
- +getMass():double
- +getAmplitude():double
- +getConstantK():double
- +getPhase():double
- +setMass(\_mass:double):void
- +setAmplitude(\_amplitude:double):void
- +setConstantK(\_constantK:double):void
- +setPhase(\_phase:double):void
- +period():double
- +force(\_displacement:double):double
- +position(\_time:double):double

ouble)