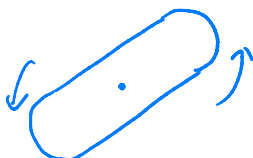


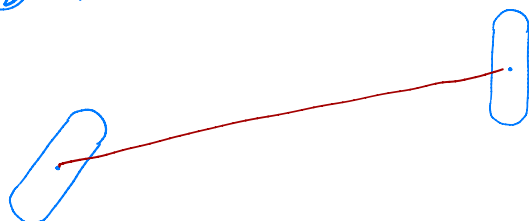
shape



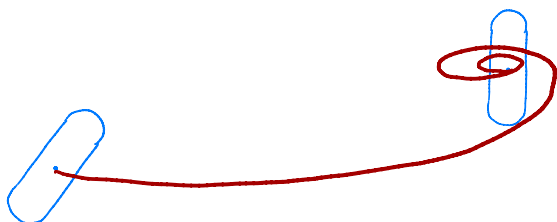
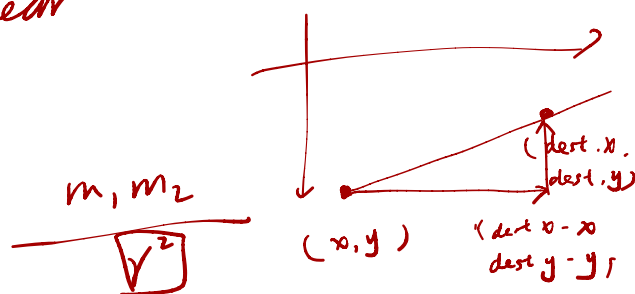
it can rotate



- ① roll to determination
- ② rotate



linear



with slight rotation [possibly with random] small

- ① small rotation  $\oplus$  and  $\ominus$
- ② oscillate

Object : magnet , mover

Setup:

- Background
- Frame Rate
- Circle Resolution
- Smoothing

Direction ??

```

Update:  force =  $\frac{m_1 m_2}{r^2}$   $\nearrow$  (magnet.x - mover.x)
        mover.applyForce(force)
        mover.update()
        magnet.update()  $\rightarrow$  if (mousePressed)
                                 $\hookrightarrow$  magnet.x = mouseX()
                                    .y = mouseY()

```

Draw: `magnet.display()`  $\Rightarrow$  Draw Circle •

mover.display()  $\Rightarrow$  Draw mover 

