# Resting Contacts

1. Application starts with a single particle at the left of the screen.
   1. Particle has an initial velocity only in the +X direction.
   2. Particle has a downward acceleration.
2. Particle falls to X axis and stops.
3. Particle continues to slide in the +X direction, however, velocity is dampened by ground friction.
4. Use the resting-contacts logic to prevent the particle from jittering on the Y axis.
   1. Be sure to correct both position and velocity.
   2. Use a low coefficient of restitution, but *don’t use the coefficient of restitution to remove the per-frame acceleration of the particle as it tries to accelerate into the ground.* Be sure to use the resting-contacts logic instead by removing the acceleration gained for that frame only *in the direction of the contact*.