Gravity model

* How it works
  + Force calculation
  + Position plotting
  + Delete of previous graphs
  + Slingshot effect, infinite force🡪planet surface calculation
* Moving source
  + Change origin to [-2.5,2.5]
  + Change ostep to 0.05

Gravity model with bounce

* Really cool
* Over time, potential field ignored because KE gain

KE problem

* K,pos,v,a table
* Reversed acceleration doesn’t affect position until two steps after
* Two solutions
  + a affects v within same step, affects pos at next step
    - will gradually gain KE
  + v(k-1) predicts next position, position calculates force, force affects v and pos at same step
    - will gradually lose KE
  + At infinitely small steps, both produce accurate results

Spring

* Grav model (without KE solutions), shoot off into infinity within one pass of the origin
* KESolution1 repetitive motion, not so cool
* KESolution2 same problem as with gravity