Spring Simulation

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1 Introduction

The harmonic motion of a spring can be seen in many objects and machines around us such as a rubber band or a guitar. Using and understanding these equations we can simulate the motion of a spring close to perfection. This motion can be simulated using derivatives and limits. For a more simple simulation we can estimate and approximate the motion of a spring using some simple equations. However, this is quite inaccurate and not reliable.

2 Implementation

Every set time t we calculate the position and velocity of the spring. This does not take into consideration the loss of energy and thus it is extremely inaccurate.