Obejcts - Parameters	Mass (kg)	Friction	Gravity (m/s^2)	Default Pos
M1, 1	10	0.25	10	(10,10)
M2, 2	2.5	0.25	10	(5,10)
M3, 3	5	0.25	10	(10,5)

n - Parameters	Force	Time at Force Change
1	10	0
2	-	-
3	-	-

Times to Calculate - Results	Object 1 Position	Object 2 Position	Object 3 Position	
0.5	(9.946428571428571,10.0)	(5.337053571428571,10.0)	(9.946428571428571,4.609375)	
2	(9.142857142857142,10.0)	(9.142857142857142,10.0)	(9.142857142857142,0.0)	at 2s object 3 hit the ground and x2 reached to x1
10	(-11.428571428571427,10.0)	(-11.428571428571427,10.0)	(-11.428571428571427,0.0)	

Obejcts - Parameters	Mass (kg)	Friction	Gravity (m/s^2)	Default Pos
M1, 1	5	0.25	10	(5,5)
M2, 2	2	0.25	10	(2,5)
M3, 3	3	0.1	10	(5,3)

n - Parameters	Force	Time at Force Change
1	5	0
2	-10	5
3	-	-

Times to Calculate - Results	Object 1 Position	Object 2 Position	Object 3 Position	
2.5	(3.828125,5.0)	(3.828125,5.0)	(3.828125,0.0)	the object goes to left
7.5	(23.75,5.0)	(26.75,5.0)	(23.75,0.0)	from 5 it started going right
-	-	-	-	

Now lets try M2>M3 and it should not move

Also lets take -300N to see how fast it goes to right in 1 sec

Then lets change the force amount in the 1st second to +300N and see in time: 3s

*with max friction

Obejcts - Parameters	Mass (kg)	Friction	Gravity (m/s^2)	Default Pos
M1, 1	10	0.25	10	(5,5)
M2, 2	5	0.25	10	(2,5)
M3, 3	2.5	0.1	10	(5,3)

n - Parameters	Force	Time at Force Change
1	5	0
2	-10	5
3	-	-

Times to Calculate - Results	Object 1 Position	Object 2 Position	Object 3 Position	
0.5	(11.071428571428571,10.0)	(6.071428571428571,10.0)	(11.071428571428571,5.0)	M2 and M3 didn't move
1	(10.0,10.0)	(5.0,10.0)	(10.0,5.0)	returned to default postion
2	(1.4285714285714288,10.0)	(-3.571428571428571,10.0)	(1.4285714285714288,5.0)	
3	(-15.714285714285712,10.0)	(-20.71428571428571,10.0)	(-15.714285714285712,5.0)	displacement is really fast

The program can take infinite number of Force Change, as well as times to calculate.