

컴퓨터 애니메이션

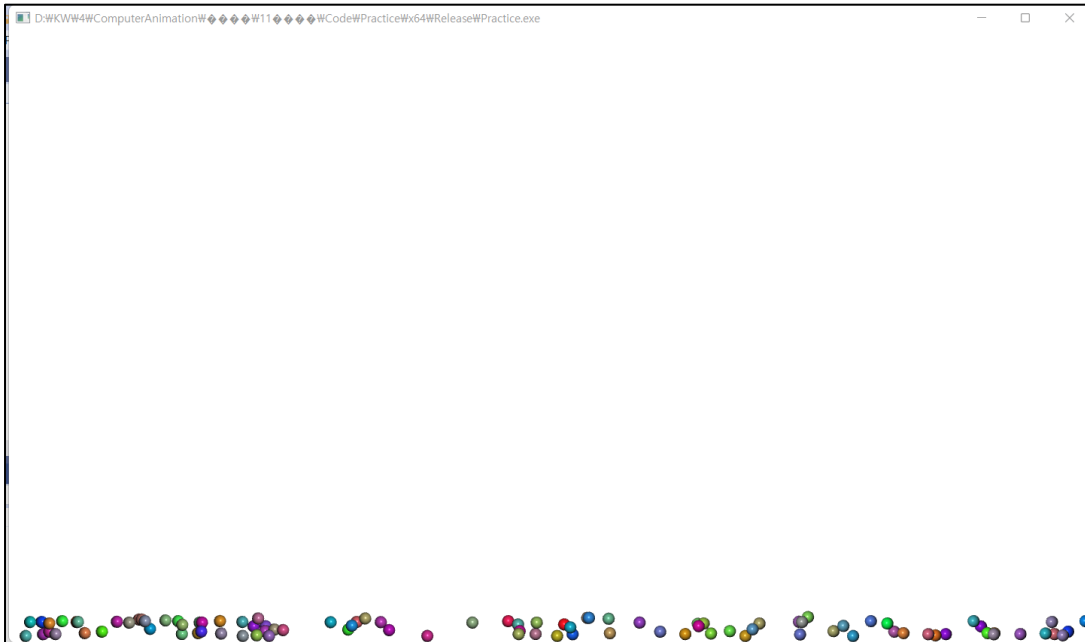
실습 보고서



Self-Scoring Table

	P1	P2	E1
Score	1	1	1

P1 - Time integration with Euler's method



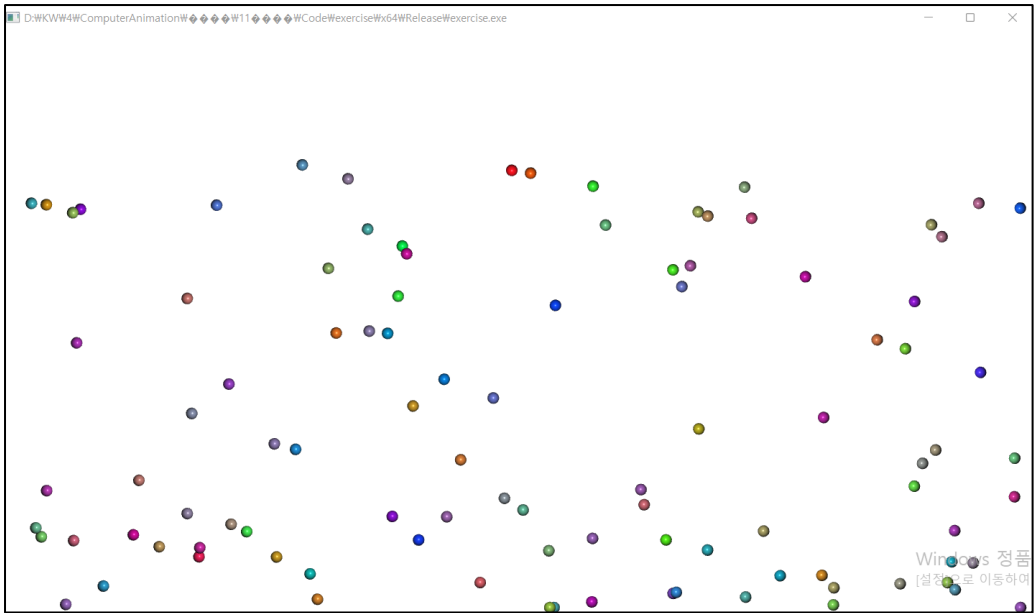
Euler's method를 사용했다.

P2 - Time integration with the Modified Euler's method



Modified Euler's method를 사용했다.

E1 - Time integration with the midpoint method



```
215  
216  
217  
218  
219
```

```
break;  
case MID_POINT:  
    x[i] += h/2 * v[i];  
    v[i] += h * f / m;  
}
```