

```
1 bead = sphere(pos=vector(0,0,0), radius=0.1, color=color.red)
2
3 bead.m = 0
4 bead.q = 0
5 bead.v = vector(0,1,0)
6
7 g = vector(0,9.81,0)
8 E = vector(0,0,0)
9
10 Fg = -bead.m*g
11 FE = vector(0,0,0)
12
13 Fnet = Fg + FE
14
15 bead.a = Fnet/bead.m
16
17 t = 0
18 tf = 10
19 dt = 0.01
20
21 while t < tf:
22     rate(100)
23
24     bead.pos = bead.pos + bead.v*dt
25     bead.v = bead.v + bead.a*dt
26
27     t = t + dt
```