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