



```

1 from __future__ import div
2 from visual import *
3 scene.width = 800
4 scene.height = 800
5 #CONSTANTS
6 G = 6.7e-11
7 mEarth = 6e24
8 mcraft = 15e3
9 deltat = 60
10 #OBJECTS AND INITIAL VALUE
11 Earth = sphere(pos=vector(
12 craft = sphere(pos=vector(
13 vcraft = vector(0,2e3,0)
14 pcraft = mcraft*vcraft
15 trail = curve(color=craft.
16 t = 0
17 while t < 10*365*24*60*60:
18     rate(100)
19     craft.pos = craft.pos
20     trail.append(pos=craft.
21     t = t+deltat

```

