Project proposal in Computer programming

1. Title

Simulation of sending an object into the earth’s orbit

1. Objectives
   1. Study method to send an object into the earth’s orbit.
   2. Making a simulation of sending an abject into the earth’s orbit.
2. Theory and methods
   1. Numerical Method

This method is used for approximating data in the next infinite tesimal time.

* 1. Classical Mechanics

This is used for calculate a motion of the object under Newton’s laws. There are 3 points to understand for sending the object to the orbit.

* + 1. Centrifugal Force
    2. Kepler’s orbit
    3. Newtonian motion
  1. Java Script Programming

This language programming is used for showing the simulation by running steps which are input. The language can have an object which links to a webpage written by HTML language

* 1. HTML

Hyper Text Markup Langauge (HTML) is code for creating a webpage which can be opened by web browser program.

1. Team members
   1. Hanafee Pohmah SCPY 5705217
   2. Purinut Sae-fu SCPY 5705147
2. Tools used
   1. Java Script
   2. HTML
   3. Notepad++

Notepad++ is a text editor program which can create any language programming or HTML.

* 1. Web browser “Mozilla Firefox”

Fire Fox is a web browser to open a webpage. This program is special because it can run java script without identification.