PH3205-Computational Physics

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Additional Task 3

Aim

Animate the bouncing ball

Solution

I animated a bouncing ball falling from a given height with some given initial velocity along x and y directions. I assumed a hard wall at y=0 and I considered the collisions to be inelastic, i.e my coefficient of restitution is $\neq 1$.
I followed the standard procedure for animating a given path in Python, and the code is described in the python file: *AdditionalTask3.py*.

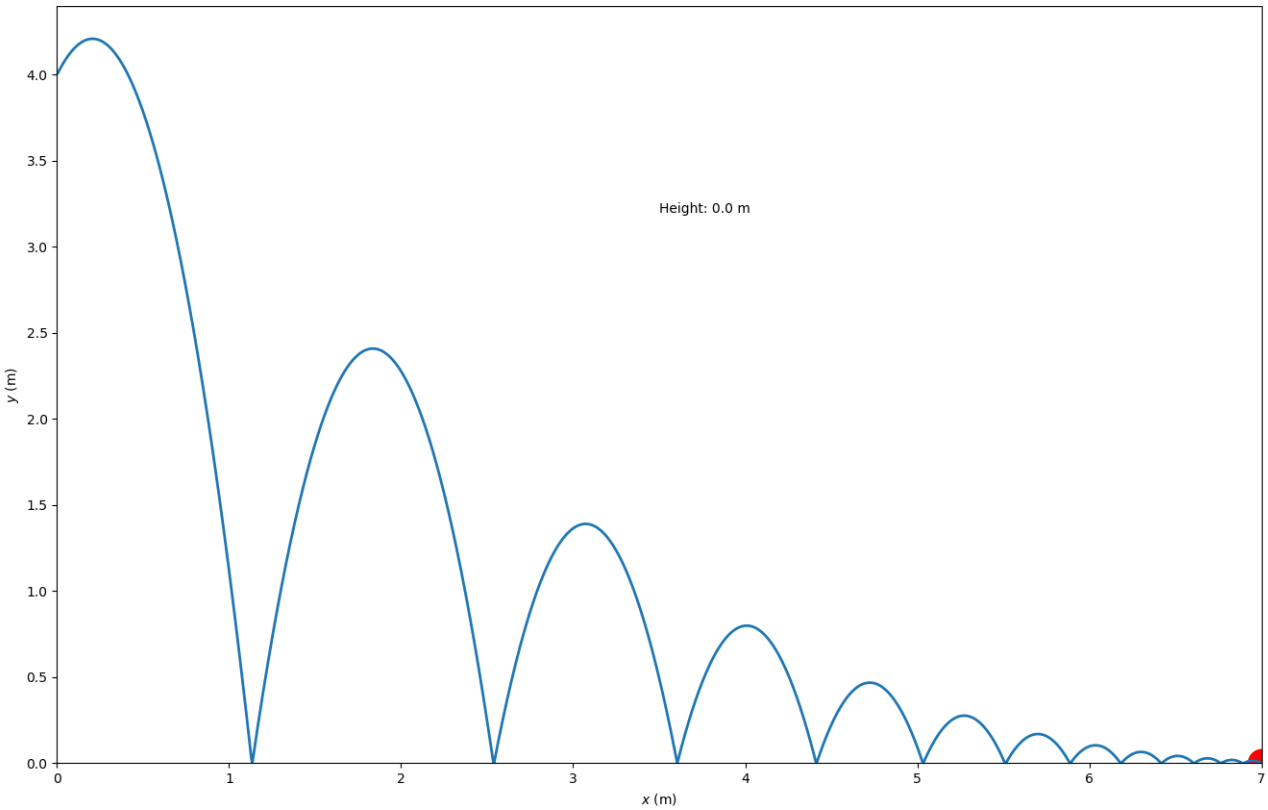

Figure 1: Final path of the ball