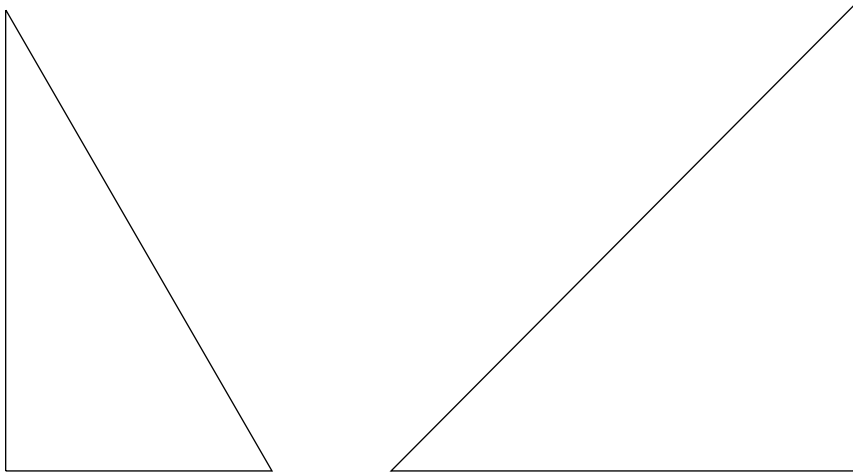
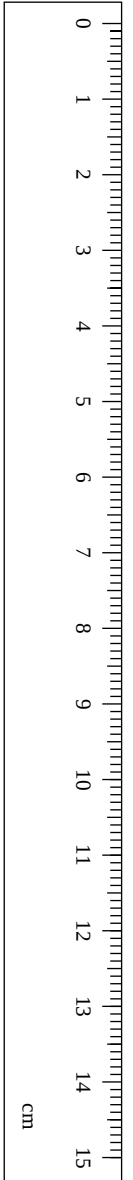
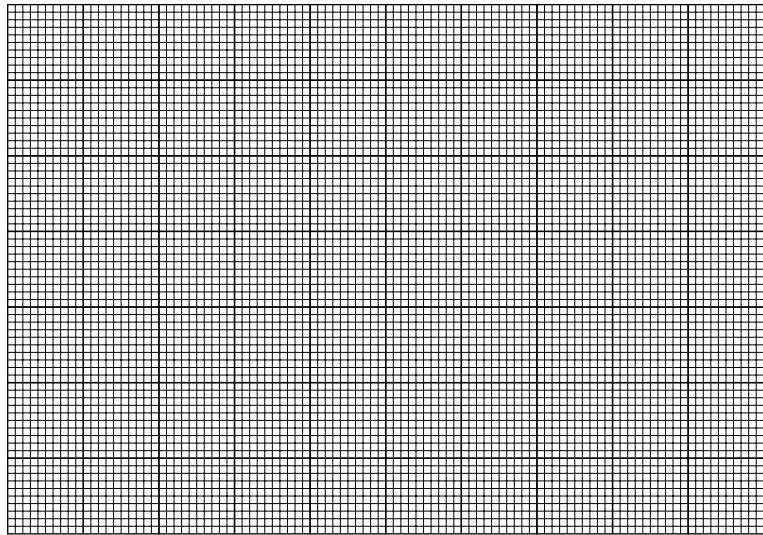
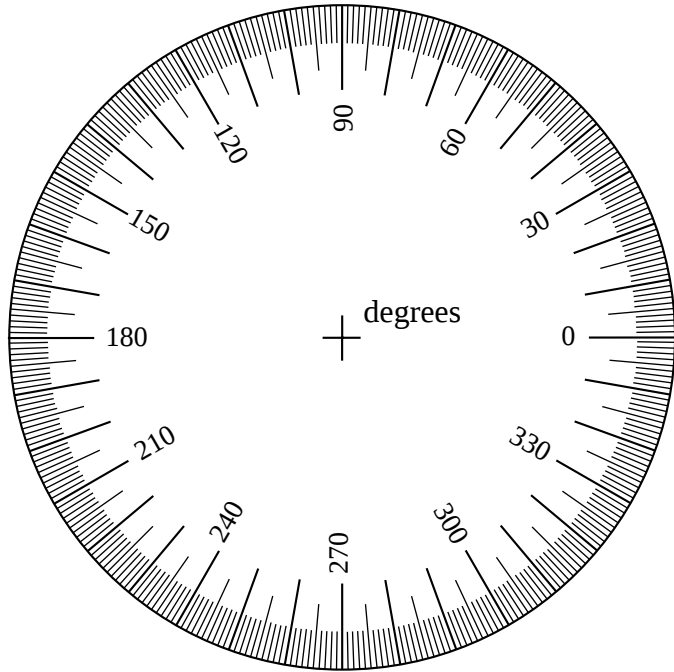
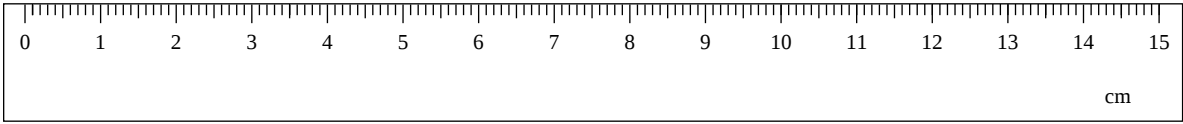
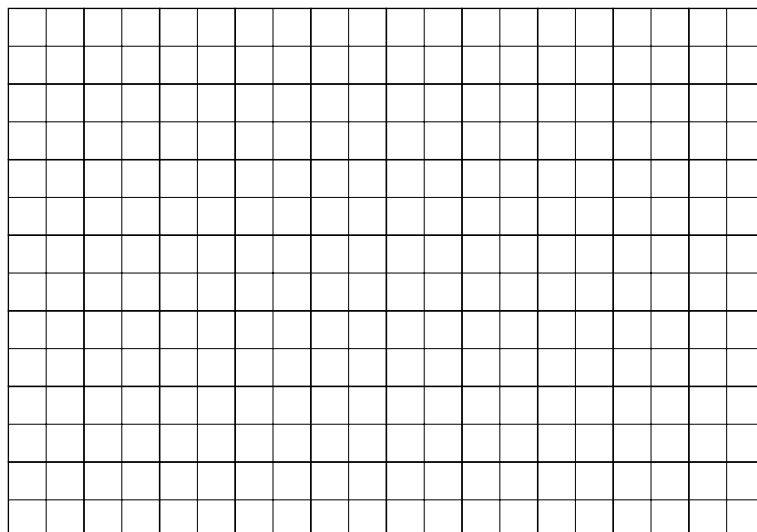
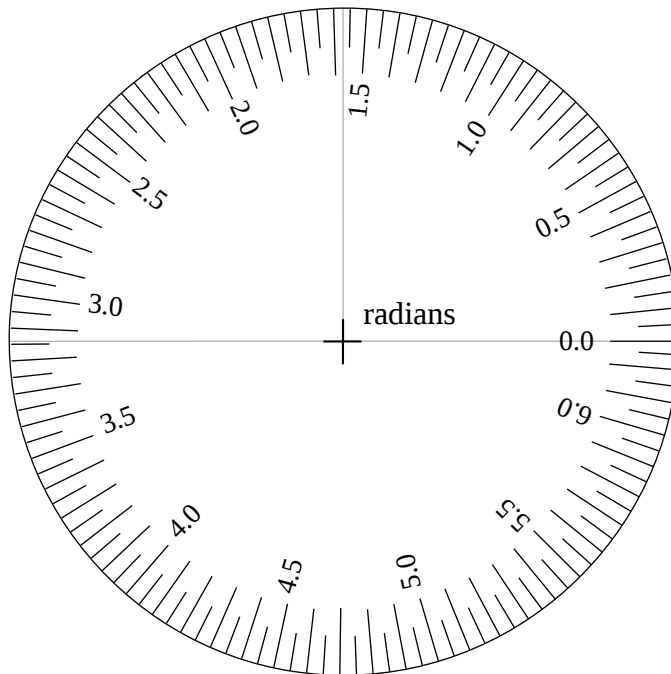
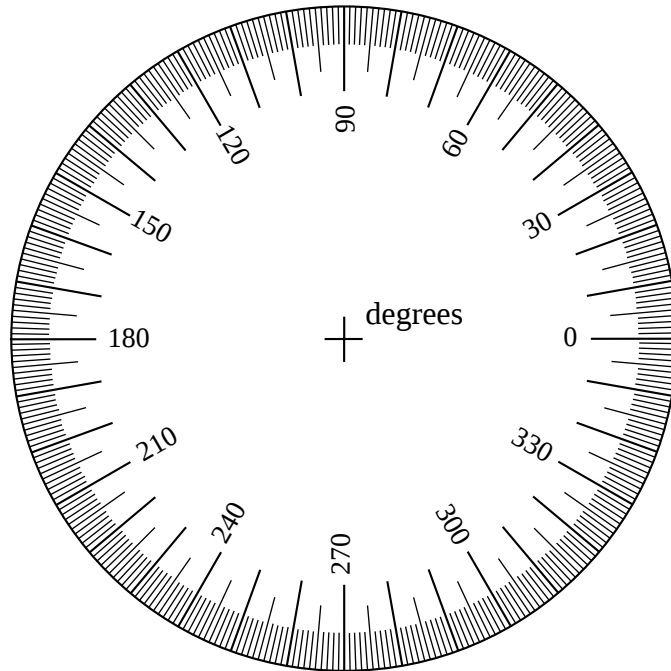
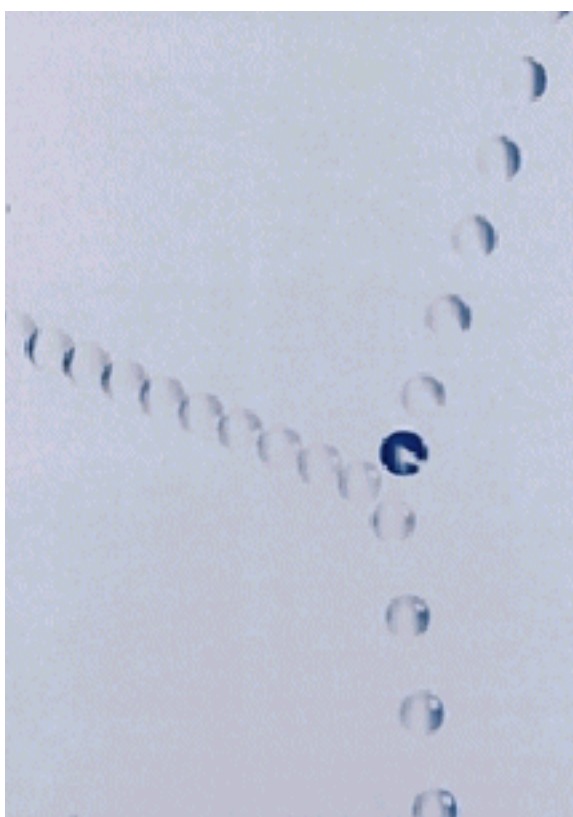
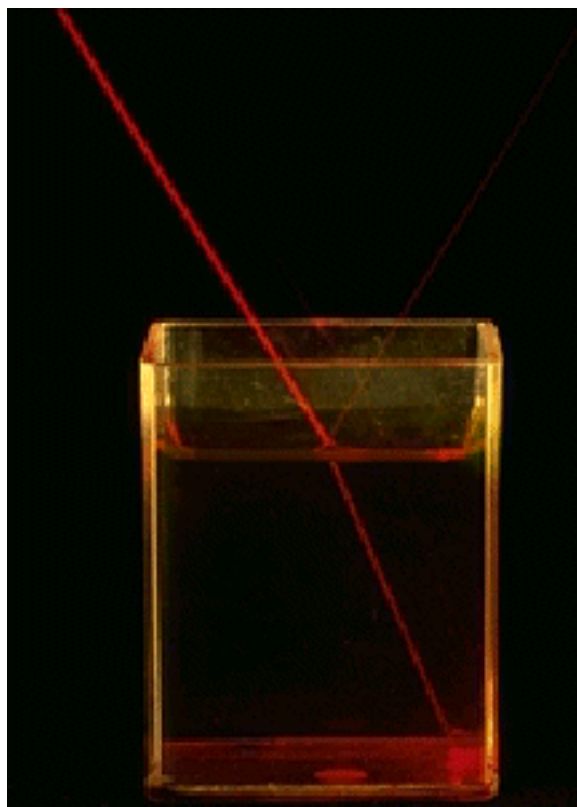
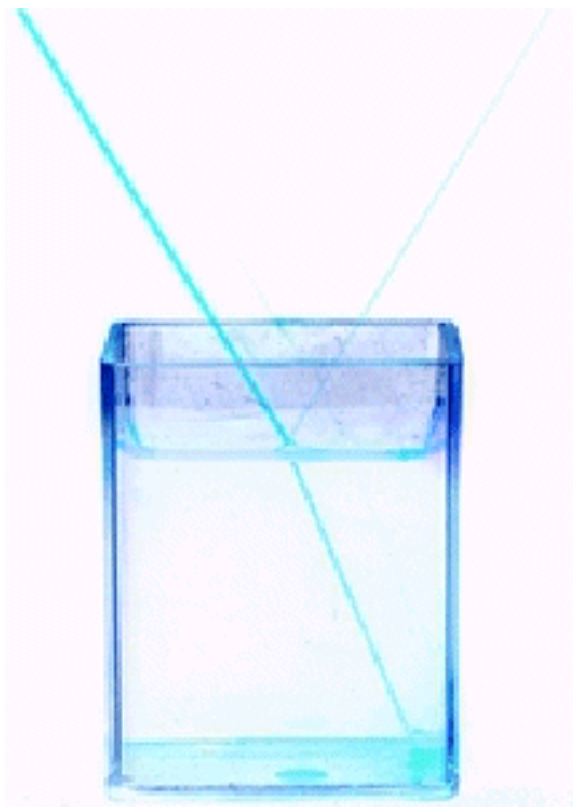
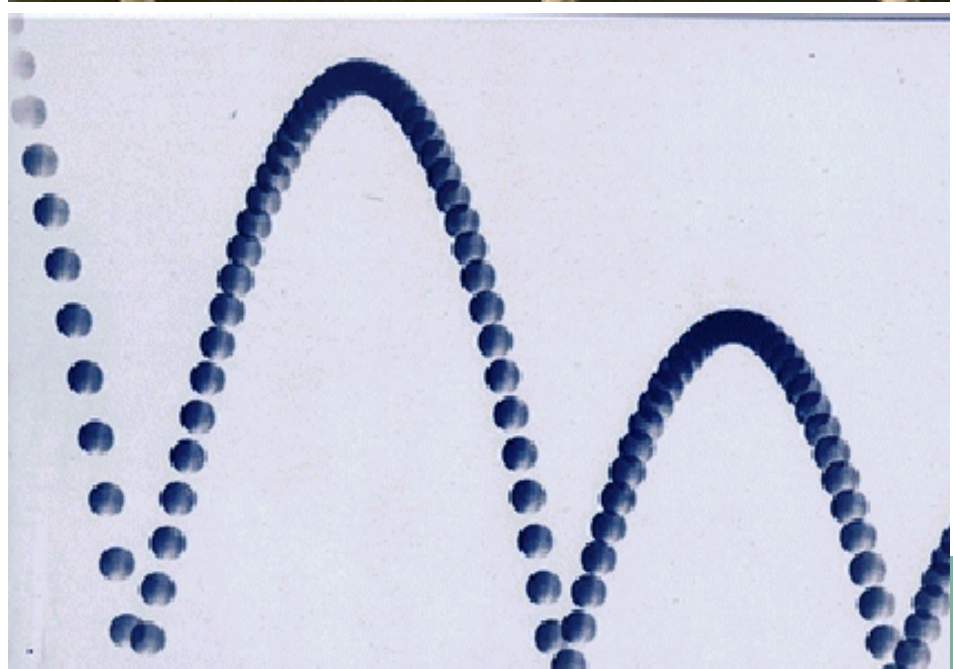
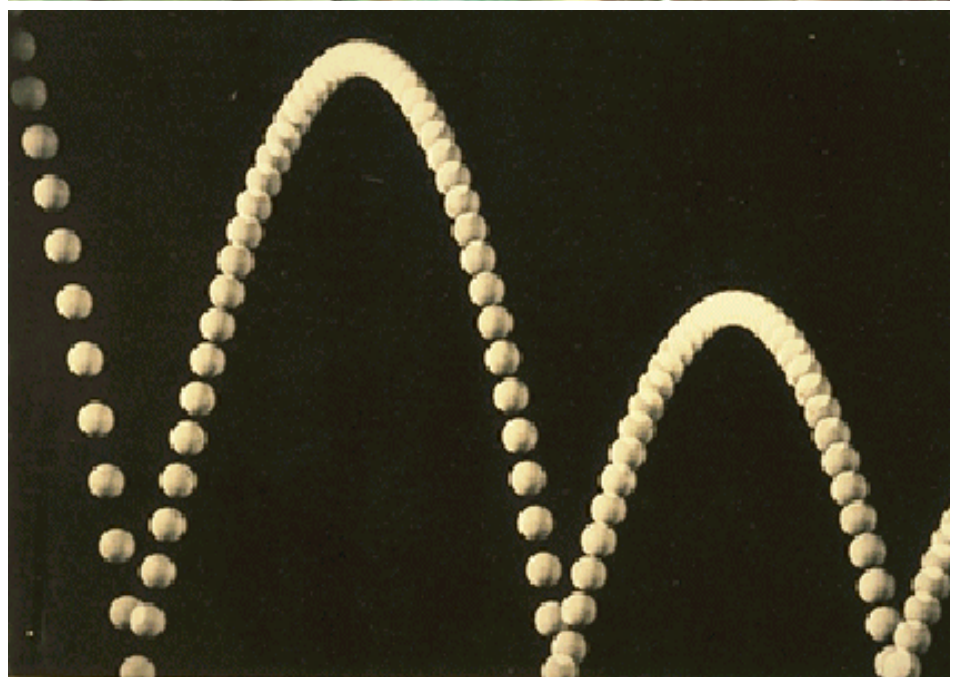
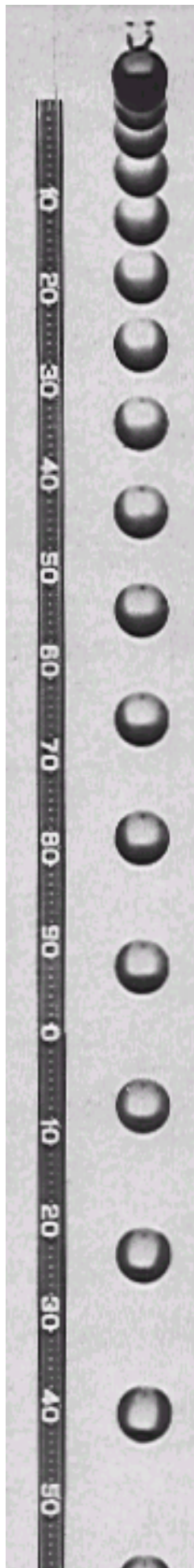
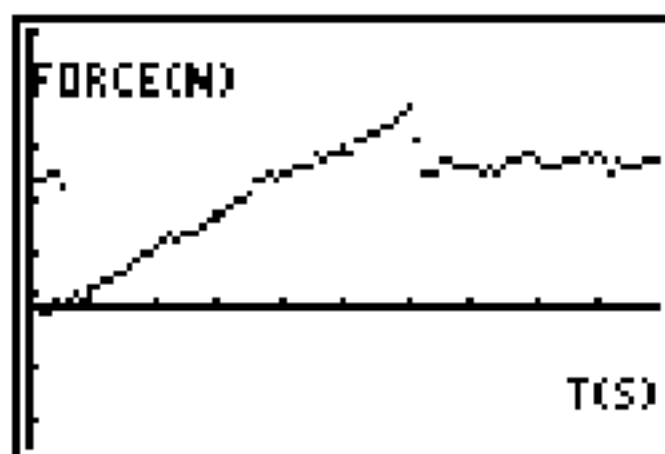
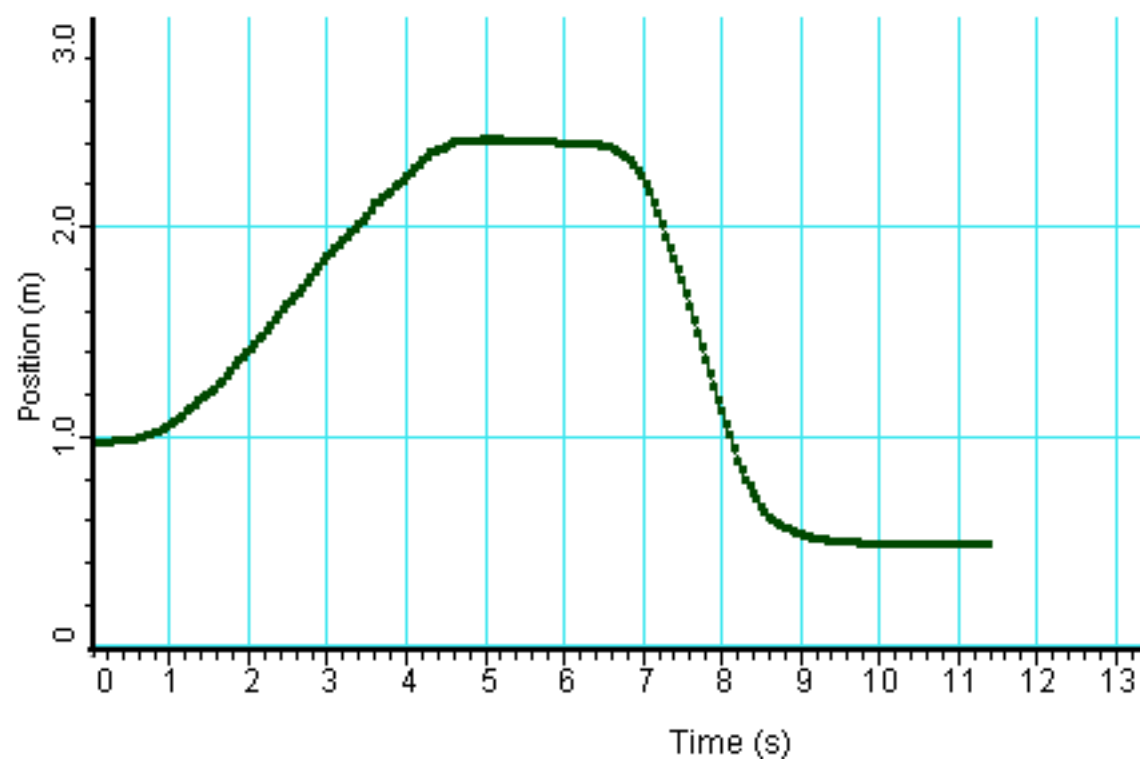




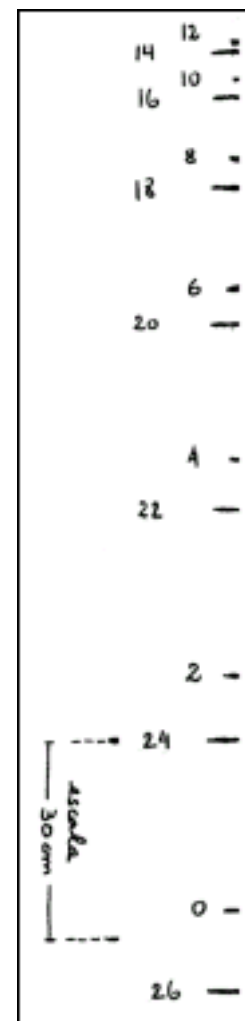
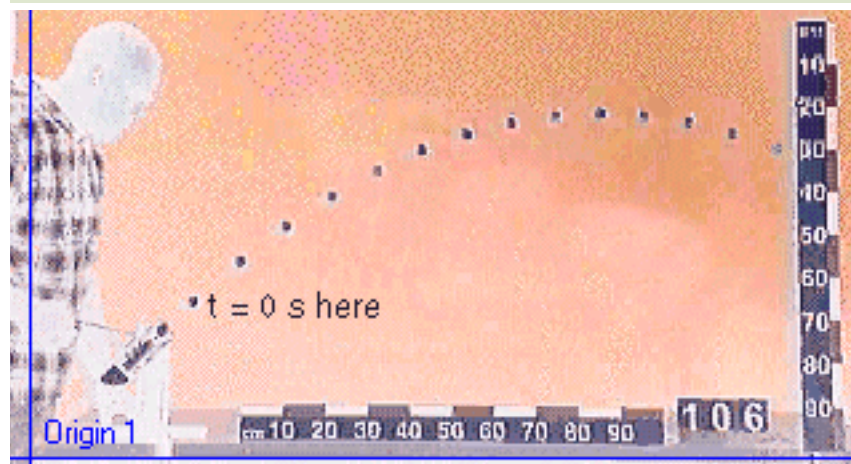




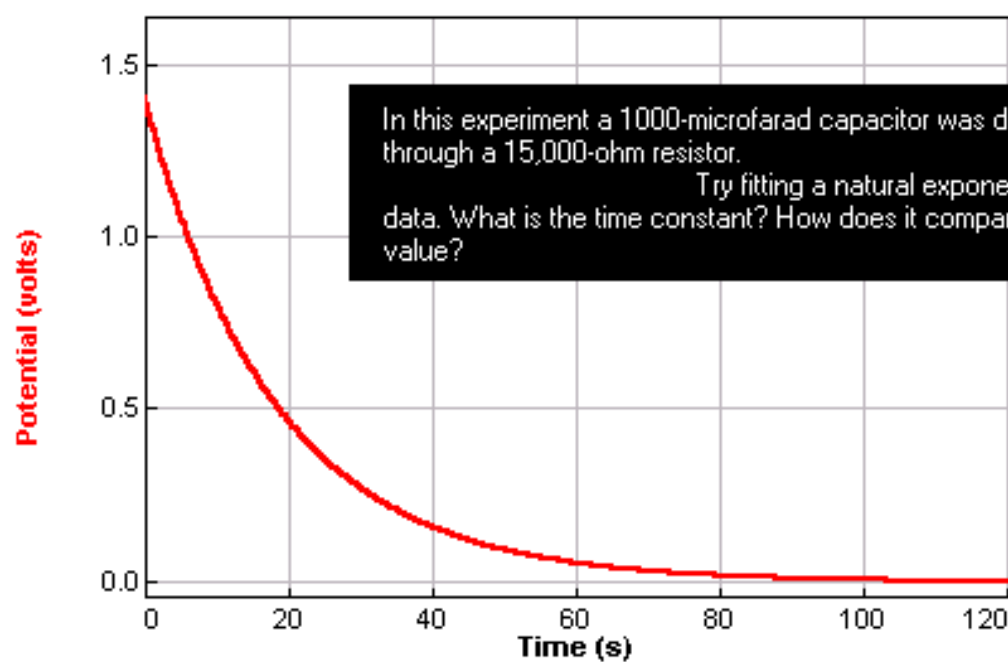


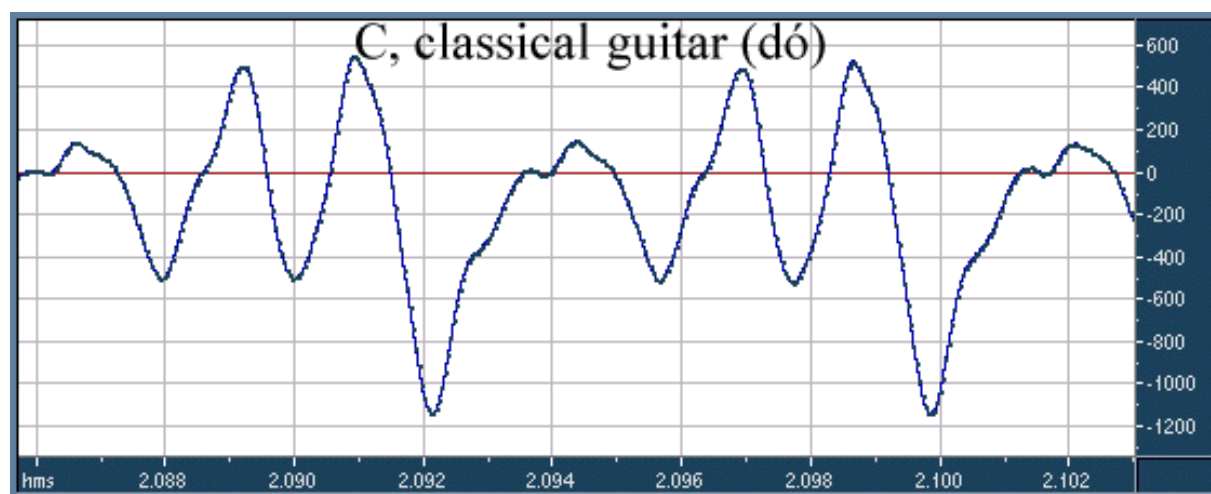
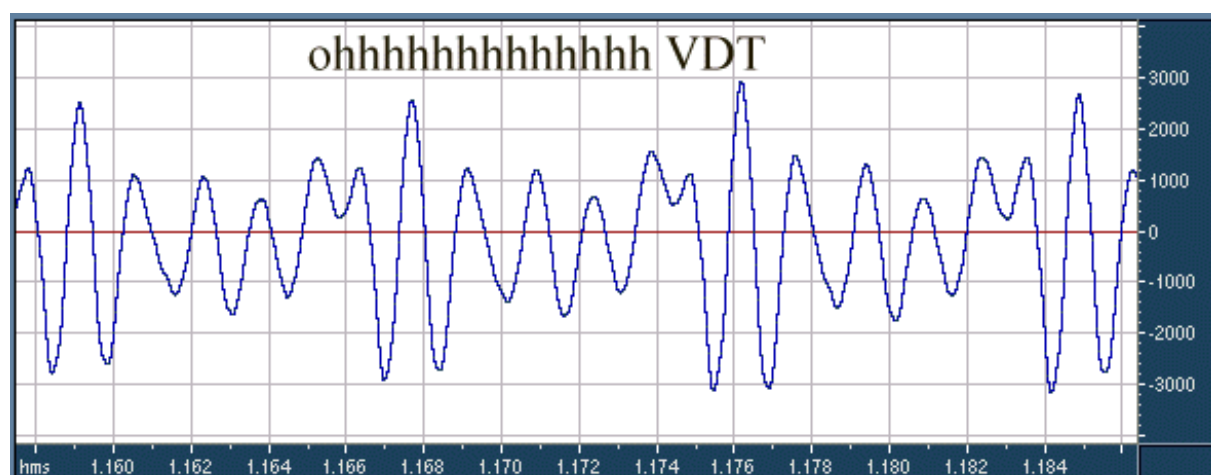
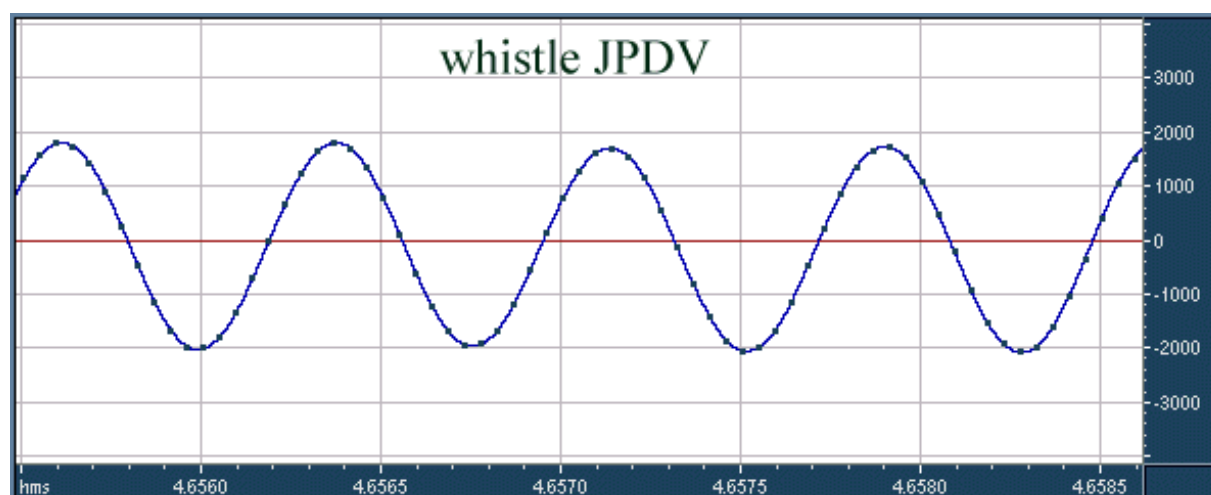


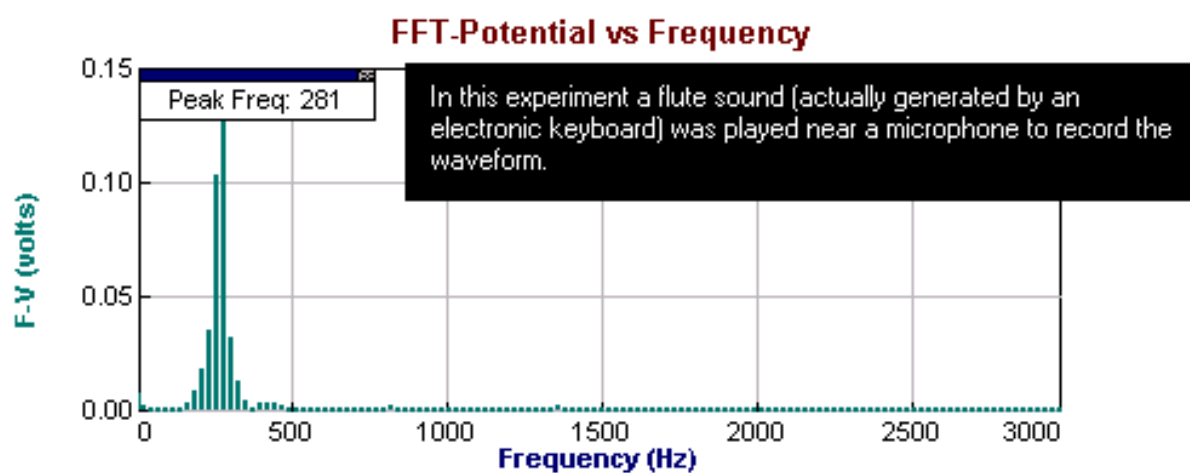
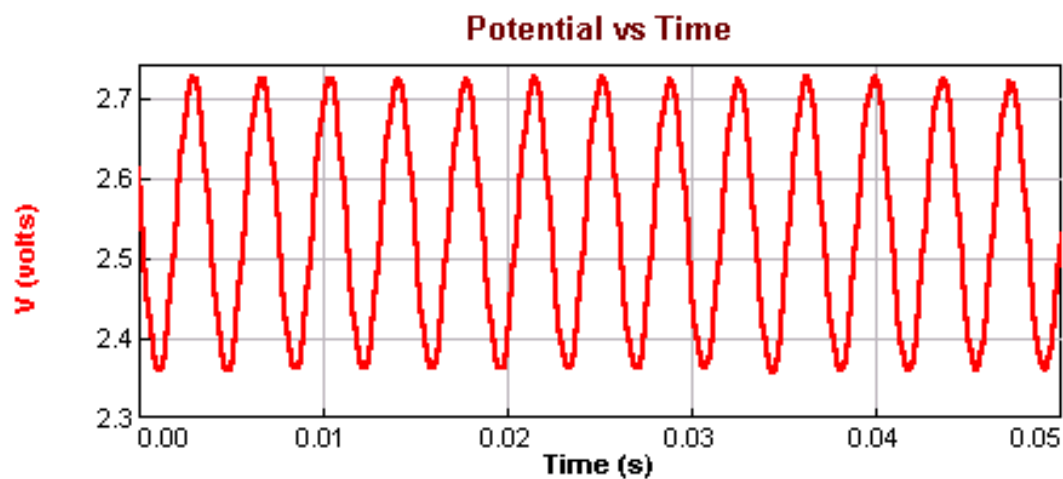
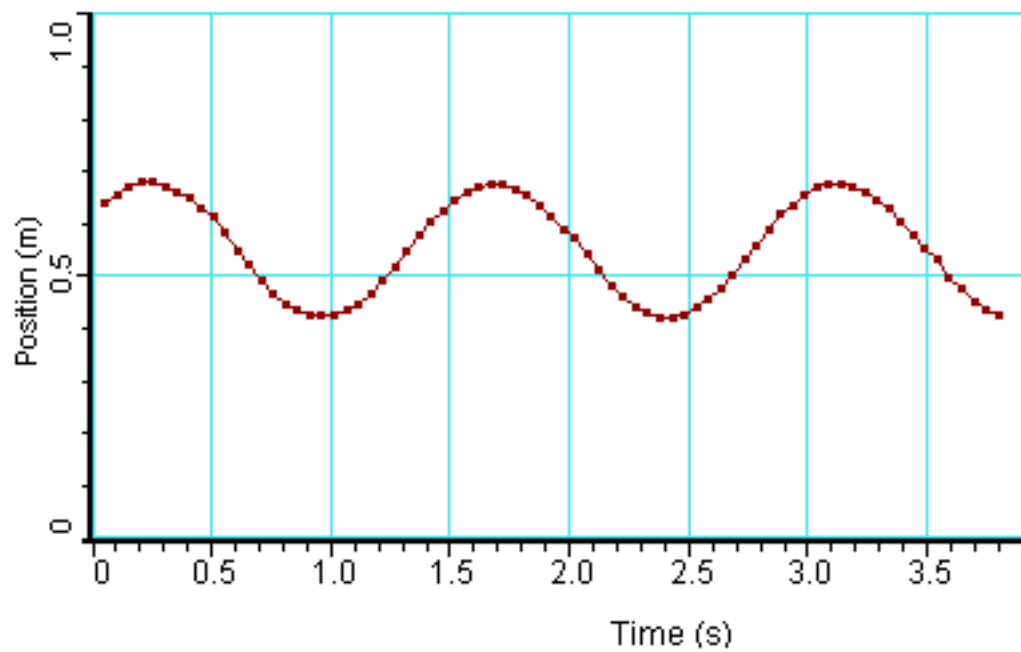
30 images per second

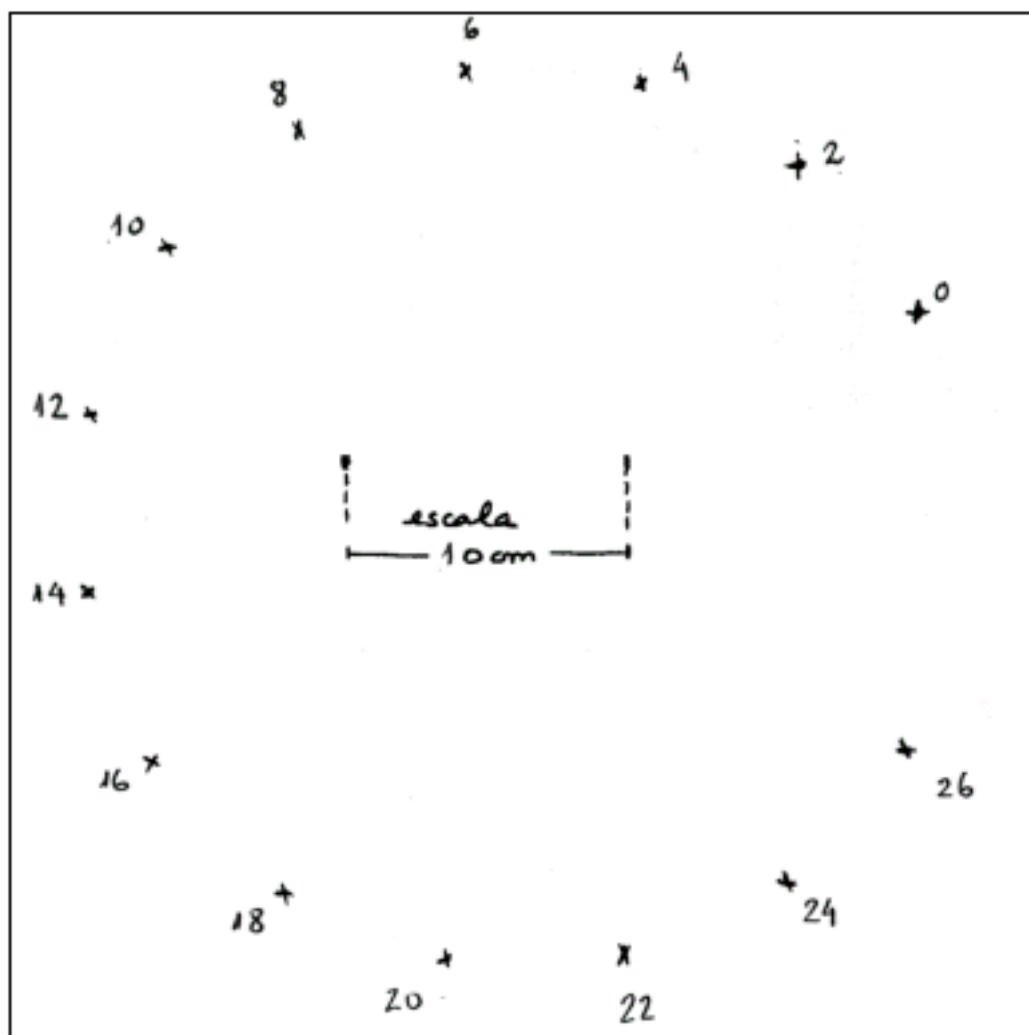
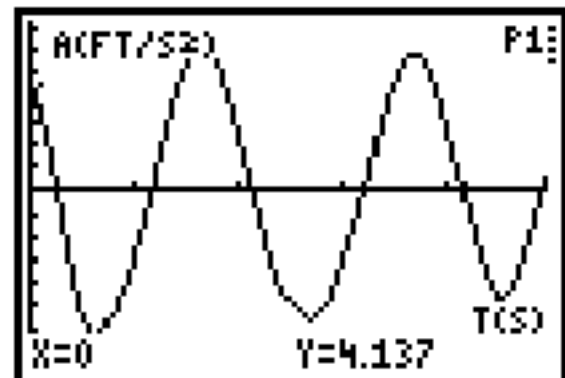
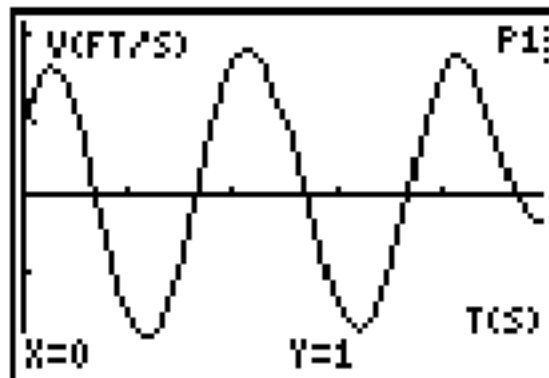
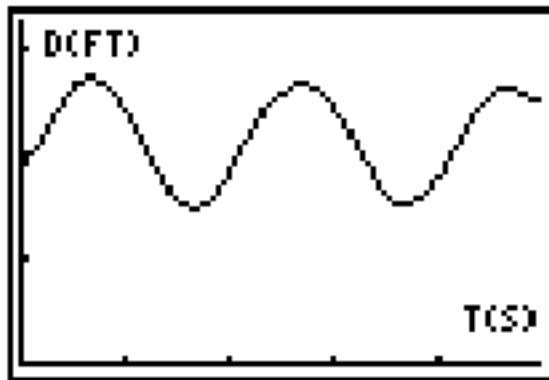


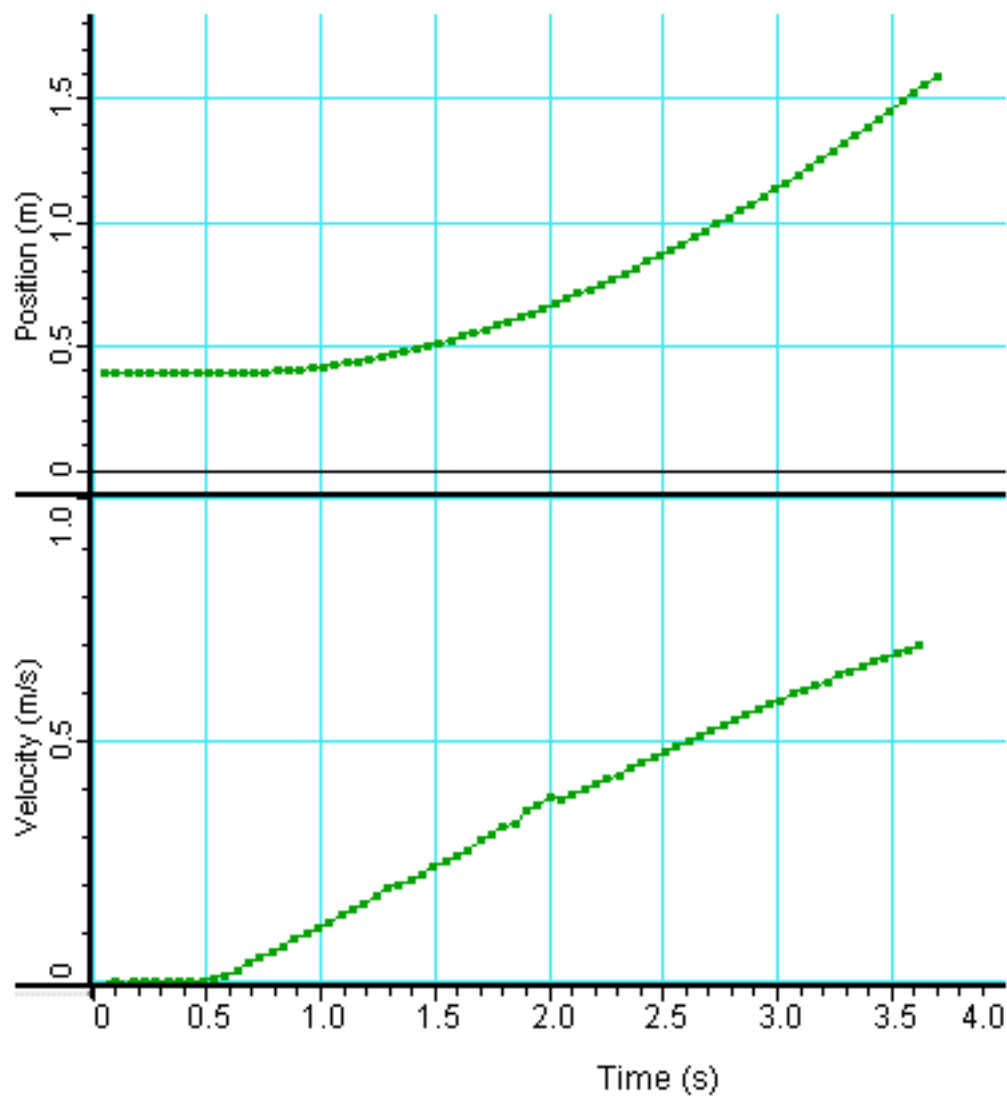
Potential vs Time

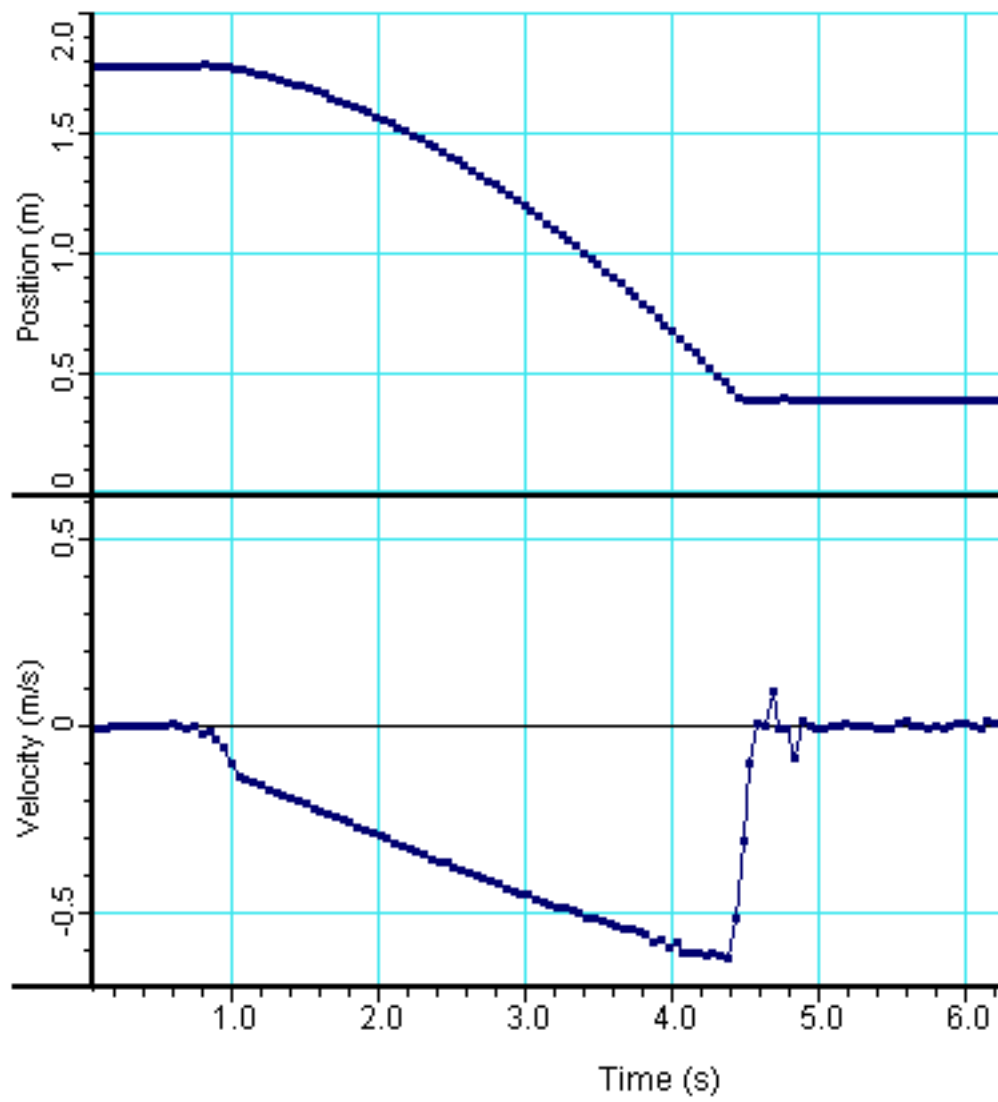


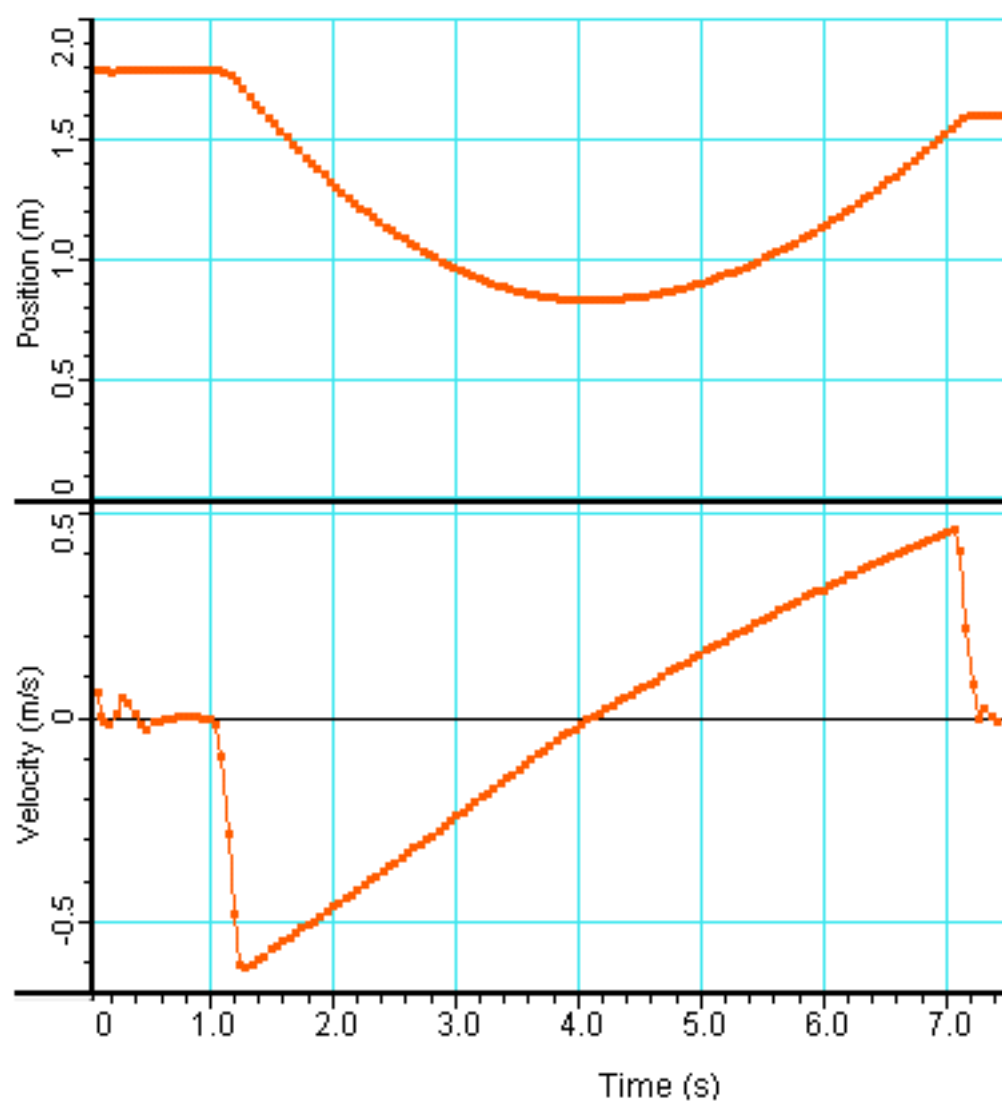




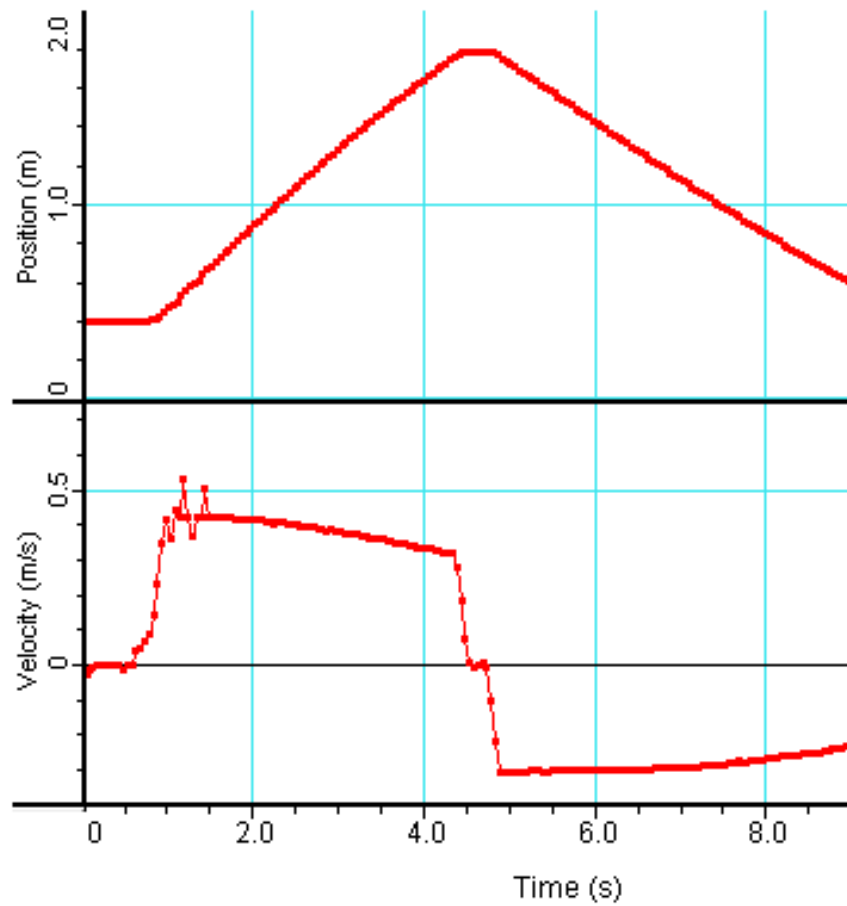








a dynamic cart, against the top



two equal dynamic carts, one at rest, elastic collision

