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In[80]:= Manipulate[
(*by Nasser M. Abbasi 6/30/14*)
tick;
Module[{perc, torque, g = 9.81, I0, w = 2.0 Pi * spin, delTheta = 2.0 Pi / 10, u},
torque = g * r2;
I0 = r1^2;
perc = torque / (I0 * w);
thick = 0.07 r1;
spins = Table[{{r2, 0, 0}, {r2, r1 Cos[x], r1 Sin[x]}}, {x, 0., 2 Pi, 2 Pi / n}];
topSpins = Table[{{0, 0, 2}, {0.4 Cos[x], 0.4 Sin[x], 2}}, {x, 0., 2 Pi, 2 Pi / 10}];
wheel = Table[{{r2, r1 Cos[u], r1 Sin[u]}, {u, 0., 2 Pi, 2 Pi / 40}};
topWheel = Table[{{0.4 Cos[u], 0.4 Sin[u], 2}, {u, 0., 2 Pi, 2 Pi / 40}}];

g =
Grid[{
Grid[{
{"wheel angle", "precession angle", "wheel spin (hz)", "Precession spin (hz)" },
{
padIt2[currentSpinAngle * 180 / Pi, {4, 3}],
padIt2[currentPercAngle * 180 / Pi, {4, 3}],
padIt1[w / (2 Pi), {5, 4}],
padIt1[perc / (2 Pi), {5, 4}]
}
}, Alignment -> Center, Frame -> All, Spacings -> {.5, .7}]
},
{Graphics3D[
Rotate[GraphicsGroup[
{
Rotate[GraphicsGroup[
{{Green, Tube[wheel, thick]},
{Red, Cylinder[{{r2 - thick, 0, 0}, {r2 + thick, 0, 0}}, thick]}, (*disk in middle of wheel*)
Tube[#, thick / 3] & /@ spins(*rods*)
}],
currentSpinAngle, {1, 0, 0}
],
{Arrowheads[Small],
Arrow[{{r2, 0, 0}, {r2, If[clockWise, -1, 1] 1.5 r1, 0}}], (*torque*)
Text[Style["torque", Bold, 10], {r2, If[clockWise, -1, 1] 1.5 r1 +
If[clockWise, -1, 1] * 0.3 r1, 0}],
{Arrowheads[Small], Arrow[{{0, 0, 0}, {If[clockWise, -r1, r2 + r1], 0, 0}}]}, (*angular momentum*)
Text[Style["H", Bold, 10], {If[clockWise, -1.1 r1, r2 + 1.1 r1], 0, 0}],
{Blue, Cylinder[{{0, 0, 0}, {r2, 0, 0}}, thick]}, (*tube to robe*)
Tube[{{0, 0, 0}, {0, 0, 2}}, thick / 2], (*robe*)
{LightGray,
Cylinder[{{0, 0, 2 - 0.03}, {0, 0, 2 - 0.01}}, 0.4]}, (*disk at top*)
Tube[topWheel, 0.01],
{Red, Tube[#, 0.01] & /@ topSpins}
}], currentPercAngle, {0, 0, 1}],
Axes -> False, AxesLabel -> {"x", "y", "z"}]

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    PlotRange -> {{-zoom, zoom}, {-zoom, zoom}, {-1.1, 2.1}},
    SphericalRegion -> True, Boxed -> False, ImagePadding -> .1, ImageSize -> 400
  ]
}, Frame -> True, FrameStyle -> LightGray];

Which[state == "RUN" || state == "STEP",
  currentSpinAngle = Mod[currentSpinAngle + If[clockWise, -1, 1] delTheta, 2 Pi];
  currentPercAngle =
  Mod[currentPercAngle + If[clockWise, -1, 1] (delTheta * perc / w), 2 Pi];
  If[state == "RUN", tick = Not[tick]]
];
g
],
Grid[{
  Grid[{
    { Button[Text@Style["run", 12],
      {state = "RUN"; tick = Not[tick]}, ImageSize -> {40, 40}],
      Button[Text@Style["step", 12], {state = "STEP"; tick = Not[tick]},
        ImageSize -> {40, 40}],
      Button[Text@Style["stop", 12], {state = "STOP"; tick = Not[tick]},
        ImageSize -> {40, 40}],
      Button[Text@Style["reset", 12], {state = "RESET"; r1 = 1; r2 = 1;
        spin = 2; zoom = 2.2; n = 10; tick = Not[tick]}, ImageSize -> {40, 40}]
    }
  ], Spacings -> {.3, 0}, Frame -> True, FrameStyle -> Gray
  ], SpanFromLeft
},
{
  "radius of wheel", Manipulator[Dynamic[r1, {r1 = #; tick = Not[tick]} &],
  {.2, 1, .1}, ImageSize -> Small], Dynamic[padIt1[r1, {2, 1}]]
},
{
  "distance away", Manipulator[Dynamic[r2, {r2 = #; tick = Not[tick]} &],
  {.2, 2, .01}, ImageSize -> Small], Dynamic[padIt1[r2, {2, 1}]]]
},
{
  "number of rods", Manipulator[Dynamic[n, {n = #; tick = Not[tick]} &],
  {3, 15, 1}, ImageSize -> Small], Dynamic[padIt1[n, 2]]]
},
{
  "wheel spin (hz)", Manipulator[Dynamic[spin, {spin = #; tick = Not[tick]} &],
  {.1, 5, .1}, ImageSize -> Small], Dynamic[padIt1[spin, {2, 1}]]]
},
{
  "wheel spin clockwise",
  Checkbox[Dynamic[clockWise, {clockWise = #; tick = Not[tick]} &]]
},
{
  "zoom", Manipulator[Dynamic[zoom, {zoom = #; tick = Not[tick]} &],
  {1, 4, .1}, ImageSize -> Small], Dynamic[padIt1[zoom, {2, 1}]]]
}
]

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}, Frame → True, Alignment → Center, FrameStyle → Gray
],
{{tick, False}, None},
{{r1, 1}, None},
{{r2, 1}, None},
{{spin, 2}, None},
{{zoom, 2.2}, None},
{{n, 10}, None},
{{state, "STOP"}, None},
{{clockWise, True}, None},

{{currentSpinAngle, 0}, None},
{{currentPercAngle, 0}, None},

ControlPlacement → Left, Alignment → Center, ImageMargins → 0, FrameMargins → 0,
TrackedSymbols :> {tick},
Initialization :>
(
  integerStrictPositive = (IntegerQ[#] && # > 0 &);
  integerPositive = (IntegerQ[#] && # ≥ 0 &);
  numericStrictPositive = (Element[#, Reals] && # > 0 &);
  numericPositive = (Element[#, Reals] && # ≥ 0 &);
  numericStrictNegative = (Element[#, Reals] && # < 0 &);
  numericNegative = (Element[#, Reals] && # ≤ 0 &);
  bool = (Element[#, Booleans] &);
  numeric = (Element[#, Reals] &);
  integer = (Element[#, Integers] &);

(*-----*)
  padIt1[v_?numeric, f_List] := AccountingForm[v,
    f, NumberSigns → {"-", "+"}, NumberPadding → {"0", "0"}, SignPadding → True];
(*-----*)
  padIt1[v_?numeric, f_Integer] := AccountingForm[Chop[v],
    f, NumberSigns → {"-", "+"}, NumberPadding → {"0", "0"}, SignPadding → True];
(*-----*)
  padIt2[v_?numeric, f_List] := AccountingForm[v,
    f, NumberSigns → {"", ""}, NumberPadding → {"0", "0"}, SignPadding → True];
(*-----*)
  padIt2[v_?numeric, f_Integer] := AccountingForm[Chop[v],
    f, NumberSigns → {"", ""}, NumberPadding → {"0", "0"}, SignPadding → True];
(*-----*)
)
]

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