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Manipulate[
(*by Nasser M. Abbasi, June,17,2014*)
tick;
Module[{data, eq, y, t, pos, vel, sol, graph},
data = rugo[-3, 0, -3, y0 - massThickness];
graph = makeGraph[currentTime, y0, massThickness, L1, data, False];

If[(runningState == "RUNNING" || runningState == "STEP"),
eq = (m y ''[t] + c y'[t] + k (y[t] - L0) == -m g);
sol = NDSolve[{eq, y[0] == y0, y'[0] == v0}, {y, y'}, {t, 0, deltT}];
{pos, vel} = {y, y'} /. First@sol;
currentTime = currentTime + deltT;
y0 = pos[deltT];
v0 = vel[deltT];
If[(y0 - massThickness) < (L1 + 0.25),
v0 = -v0;
graph = makeGraph[currentTime, y0, massThickness, L1, data, True]
];
];
If[currentTime > 999.9, currentTime = 0];
If[runningState == "RUNNING",
tick = Not[tick]
];
graph
],
Grid[{
{"damping",
Manipulator[Dynamic[c, {c = #, currentTime = 0, v0 = 0, y0 = L0} &],
{0, 1, 0.01}, ImageSize → Small], Style[Dynamic@padIt2[c, {3, 2}], 11]
},
 {"stiffness",
Manipulator[Dynamic[k, {k = #, currentTime = 0, v0 = 0, y0 = L0} &],
{1, 100, 0.01}, ImageSize → Small], Style[Dynamic@padIt2[k, {5, 2}], 11]
},
 {"mass",
Manipulator[Dynamic[m, {m = #, currentTime = 0, v0 = 0, y0 = L0} &],
{1, 10, 0.01}, ImageSize → Small], Style[Dynamic@padIt2[m, {4, 2}], 11]
},
 {Text@Style["slow", 11],
Manipulator[Dynamic[deltT, {deltT = #} &], {0.001, .1, 0.001},
ImageSize → Small, ContinuousAction → False], Text@Style["fast", 11]
},
 {Grid[{
 {
Button[Style["run", 12], {runningState = "RUNNING";
tick = Not[tick]}, ImageSize → {55, 35}],
Button[Style["step", 12], {runningState = "STEP";
tick = Not[tick]}, ImageSize → {55, 35}],
Button[Style["stop", 12], {runningState = "STOP";
currentTime = 0, v0 = 0, y0 = L0}, ImageSize → {55, 35}]
}
]}]
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        }
    }
]
}
],
{{wasHit, False}, None},
{{y0, 10}, None},
{{v0, 0}, None},
{{m, 8}, None},
{{k, 26}, None},
{{c, 0}, None},
{{runningState, "STOP"}, None},
{{currentTime, 0}, None},
{{deltt, 0.01}, None},
{{tick, True}, None},
TrackedSymbols :> {tick},
Initialization :>
(
g = 9.8; L0 = 10; massThickness = 0.5; L1 = 2.5;

makeGraph[currentTime_, y0_, massThickness_, L1_, data_, hit_] := Module[{splash},
  splash = If[hit,
    {Red, Text[Style["Bang!!", 16], {5, L1 + 0.6}]], Sequence @@ {}
  ];
  Grid[{{
    Row[{"Time ", padIt2[currentTime, {5, 2}]}],
    {
      Graphics[
      {
        {EdgeForm[Black], LightGray,
          Rectangle[{-4, y0 - massThickness}, {4, y0 + massThickness}]},
        Line[{{{2, 0}, {2, 1}, {2.5, 1}, {2.5, 1.5}}}],
        Line[{{{2, 1}, {1.5, 1}, {1.5, 1.5}}}],
        Line[{{{1.6, 1.2}, {2.4, 1.2}}}],
        Line[{{{1.6, 1.3}, {2.4, 1.3}}}],
        Line[{{{2, 1.3}, {2, y0 - massThickness}}}],
        {EdgeForm[Black], Red, Rectangle[{2.5, L1}, {5, L1 + 0.25}]},
        splash,
        {Thick, Line[{{{-6, 0}, {6, 0}}}]},
        Line[data]
      }, PlotRange -> {{-5, 5.5}, {-1, 11}},
      Axes -> False, ImageSize -> 300, ImagePadding -> 5
    ]}}
  ]
];
(*definitions used for parameter checking*)
integerStrictPositive = (IntegerQ[#] && # > 0 &);

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

rugo[xkezd_, ykezd_, xveg_, yveg_] := Module[{step = 20, szel = 1
(*spring width*), hx, hy, veghossz = 0.3, hossz, dh, i}, {hx = xveg - xkezd;
hy = yveg - ykezd;
hossz = Sqrt[hx^2 + hy^2];
dh = (hossz - 2 * veghossz) / step;
{xkezd, ykezd}}] ~Join~
{{xkezd + hx * (dh + veghossz) / hossz, ykezd + hy * (dh + veghossz) / hossz}}] ~Join~
Table[If[OddQ[i], {xkezd + hx * (i * dh + veghossz) / hossz + hy * szel / hossz,
ykezd + hy * (i * dh + veghossz) / hossz - hx * szel / hossz},
{xkezd + hx * (i * dh + veghossz) / hossz - hy * szel / hossz,
ykezd + hy * (i * dh + veghossz) / hossz + hx * szel / hossz}], {i, 2, (step - 2)}] ~
Join~ {{xkezd + hx * ((step - 1) * dh + veghossz) / hossz,
ykezd + hy * ((step - 1) * dh + veghossz) / hossz}}] ~Join~ {{xveg, yveg}}]
]
)
]

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