# LEARNING

# physics

#physics

# Table of Contents

# About

You can share this PDF with anyone you feel could benefit from it, downloaded the latest version from: physics

It is an unofficial and free physics ebook created for educational purposes. All the content is extracted from Stack Overflow Documentation, which is written by many hardworking individuals at Stack Overflow. It is neither affiliated with Stack Overflow nor official physics.

The content is released under Creative Commons BY-SA, and the list of contributors to each chapter are provided in the credits section at the end of this book. Images may be copyright of their respective owners unless otherwise specified. All trademarks and registered trademarks are the property of their respective company owners.

Use the content presented in this book at your own risk; it is not guaranteed to be correct nor accurate, please send your feedback and corrections to info@zzzprojects.com

# Chapter 1: Getting started with physics

## Remarks

This section provides an overview of what physics is, and why a developer might want to use it.

It should also mention any large subjects within physics, and link out to the related topics. Since the Documentation for physics is new, you may need to create initial versions of those related topics.

## Examples

### Overview

Physics is the natural science that involves the study of matter and its motion and behaviour through space and time, along with related concepts such as energy and force. The main goal of physics is to understand how the universe behaves. In a StackOverflow context physics usually refers to simulating the universe (or some small part of it).

There are several main areas of physics that people commonly try to simulate. Although not an exhaustive list these include:

- motion of objects, including changes to the objects because of:
  - gravitational force from other objects
  - relativistic speeds
- collisions between objects, including changes to the objects because of:
  - the momentum of the objects
  - the force imparted by the collision
- structural mechanics, including changes to the objects because of:
  - forces larger than the tensile or compressive strength of the objects involved

There are libraries already available for simulating physics in many languages. A list can be found at https://en.wikipedia.org/wiki/Physics_engine

Read Getting started with physics online: https://riptutorial.com/physics/topic/9257/getting-started-with-physics

# Credits

| S. No | Chapters | Contributors |
|---|---|---|
| 1 | Getting started with physics | Community, Jerry Jeremiah |