Project Title: Analog Computer

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I am still looking for teammates, but I decided to build an analog computer (calculator) for the project. The circuit is going to model the motion of a ball falling from some height with some initial velocity and with some angle. As expected, the ball will come to a rest after some time due to the gravitational acceleration, coefficient of friction, and the drag force. For this circuit, I have control over what the coefficients of those forces are and will show what the motion looks like as I change some of those coefficients. The design will contain three parts: Modeling the value of y over time, modeling the value of X over time and displaying a ball on the oscilloscope.