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Subject: quick question about bouncing balls

Posted by [oxfordenergyservices](#) on Thu, 09 Apr 2009 15:21:29 GMT

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I've hit a thursday afernoon wall and want to write some code which bounces balles around in 2d.

this should be A level. but I can't do it and cant find it on the web

if i have 2 spheres with positions

$x_1, y_1$  and  $x_2, y_2$

and velocities

$v_{x1}, v_{y1}$  and  $v_{x2}, v_{y2}$

when they hit each other, what are the resultant

$v_{x1}, v_{y1}$  and  $v_{x2}, v_{y2}$

???

Thanks

Russ

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