

Numerical Methods:

A fourth order Runge-Kutta method is used in this simulation to determine the positions and velocities of each block. The calculations involve force from gravity, friction, and external forcing if it exists.

Blocks in this version of Inclination are treated as point-masses. There is no possibility of tipping. The base of the block is always in full contact with the surface of the inclined plane, or not touching it at all.

The X, Y coordinates of the block are measured with respect to the inclined plane. The X-axis is always parallel to and the Y-axis perpendicular to the plane.