

# *Forcing Function:*

The forcing function is an expression implemented using an *Expression Object*. The following variables have been added to the functionality of the *Expression Object* by Inclination:

time - The current time  
t - The current time  
mass - Mass of the respective block  
m - Mass of the respective block  
x - The current x position of the respective block  
y - The current y position of the respective block  
vx - The x velocity of the respective block  
vy - The y velocity of the respective block  
ax - The x acceleration of the respective block  
ay - The y acceleration of the respective block  
nx - The x normal force of the respective block

- $n_y$  - The y normal force of the respective block
- $e_x$  - The current x external force of the respective block
- $e_y$  - The current y external force of the respective block
- $f_x$  - The current x frictional force of the respective block
- $f_y$  - The current y frictional force of the respective block
- angle - The current angle of the respective wedge

## Expression Concepts:

The expression object is a versatile parser. The order of operations is standard.

Any expression can be surrounded by parenthesis. The categories described below should demonstrate the correct syntax for the parser.

## Built-in-operators:

Operator	Description
+	binary addition
-	binary subtraction, unary negation
/	binary division
*	binary multiplication

%  
^

binary modulus  
binary exponential

## Conditionals:

Conditionals evaluate an expression for TRUE or FALSE (1 or 0). If the expression is TRUE the expression to the left of the ELSE is returned, otherwise the conditional to the right of the ELSE is returned.

Conditional Format

(expression) IF expression THEN expression ELSE expression ENDIF

### Conditional Operators

### Description

<	less than
>	greater than
<=	less than or equal
>=	greater than or equal
==	equal
!=	not equal
!	(unary) negation
	logical or
&&	logical and

## Associativity and Order of Operations:

Operators are listed in order of precedence with operators of equal precedence on the same line.

Operator	Description
$\wedge$	right to left
- !	right to left

* / %	left to right
+ -	left to right
< > <= >=	left to right
== !=	left to right
&&	left to right
	left to right

## Constants:

Constant	Value
E	2.7182818284590452354

LOG2E	1.4426950408889634074
LOG10E	0.43429448190325182765
LN2	0.69314718055994530942
LN10	2.30258509299404568402
PI	3.14159265358979323846
PI_2	1.57079632679489661923
PI_4	0.78539816339744830962
1_PI	0.31830988618379067154
2_PI	0.63661977236758134308
2_SQRTPI	1.12837916709551257390
SQRT2	1.41421356237309504880
SQRT1_2	0.70710678118654752440
MAXDOUBLE	1.7976931348623157e308

MINDOUBLE

4.9406564584124654e-324

## Numbers:

Real Numbers (treated as double floating point numbers internally)

1.2

1.

.0

1.2e-12

1e-13  
-1e-11  
-1.2e-11  
+1.2e+11  
1.2e15

## Integer Numbers (treated as integers internally)

1  
2  
22  
-89

## Built-in-functions:

Functions requiring a parameter list follow the format:

```
function(param1, param2, ..., paramn) .
```

Functions requiring 0 parameters may be typed as:

```
function()
```

or

function .

Most functions use floating point numbers. The functions will attempt to use the correct representation of the numbers regardless of the actual C parameter type.

Function	No of Parameters	C-Function Called
abs	1	abs (integer)
acos	1	acos
acosh	1	acosh
asin	1	asin

asinh	1	asinh
atan	1	atan
atanh	1	atanh
atan2	2	atan2
betai	3	Internally implemented
cbirt	1	cbirt
ceil	1	ceil
copysign	2	copysign
cos	1	cos
cosh	1	cosh
drem	2	drem
erf	1	erf
erfc	1	erfc

exp	1	exp
expm1	1	expm1
fabs	1	fabs (floating point)
finite	1	finite
floor	1	floor
fmod	2	fmod
gammap	2	Internally implemented
gammaq	2	Internally implemented
hypot	2	hypot
jn	2	jn
j0	1	j0
j1	1	j1
lgamma	1	lgamma

ln	1	log	
logb	1	logb	
loglp	1	loglp	
log10	1	log10	
pow	2	pow	
rand	0	random	(is called then divided by MAXINT)
rint	1	rint	
scalb	2	scalb	
sin	1	sin	
sinh	1	sinh	
sqrt	1	sqrt	
tan	1	tan	

tanh	1
yn	2
y0	1
y1	1

tanh
yn
y0
y1