

Orbiting Bodies: A Deeper Look at Vector Operations

Directions: The goal of this code is to gain a deeper understanding for working with vectors in simulations. We will be studying stars orbiting each other. You will begin by analyzing a simulation for a two-body system and will then add a third body in.

1. Download the program linked here: [OrbitingBodies](#) and create your own copy of it on your Glowscript account.
2. Carefully read through the code line by line and **annotate what happens in each line**. Note, there is some syntax you haven't seen here before. You will need to look through the help resources and do some google to figure out exactly what is going on. Feel free to work with a partner on this.
3. Once you have annotated the code, modify it to include a third orbiting body. Call this third orbiting body "medium" and make its size something in between the two bodies that are already in the code. Start it out at a position that is relatively far away from the two initial stars.

Submission: When you are finished, submit your code via email. Your work should be clearly annotated.