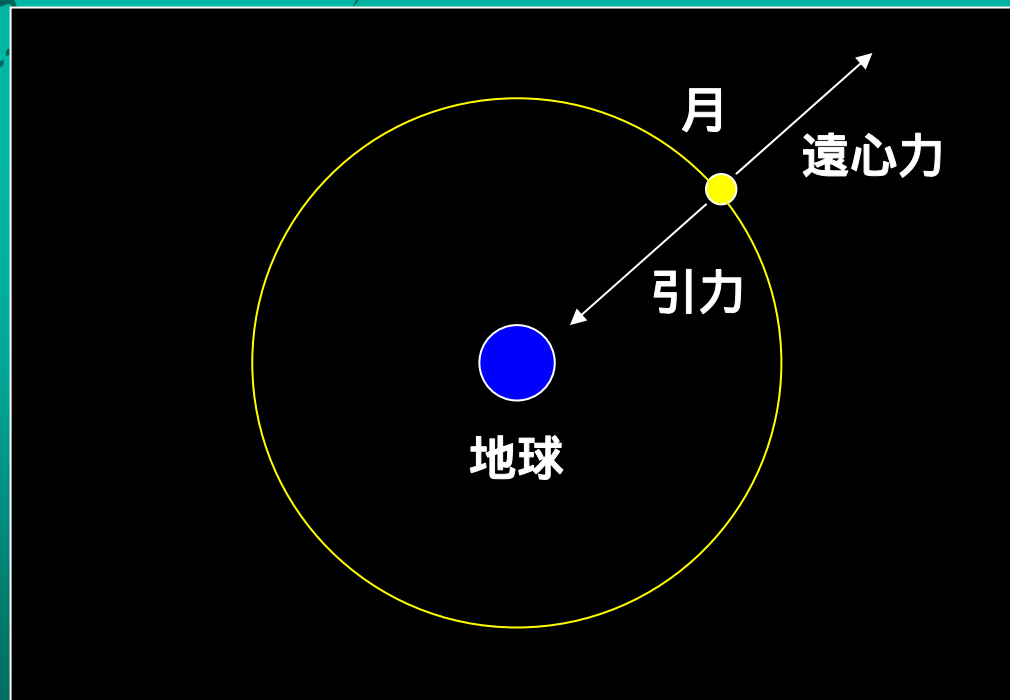


プログラミングと可視化

パソコンで簡単なプログラムを作り、地球のまわりを回る月の運動を計算する。引力と遠心力の釣り合いにより月が円運動することを実習する。



プログラミングと可視化

地球から宇宙船を発射し月の周回軌道に乗せる計算をすることにより重力多体問題を体験する。

The screenshot displays a space simulation interface. At the top left, it shows 'Stage : 1', 'Score : 0', and 'Hi-Score : 0'. The main display area is divided into two parts: a large circular view on the left and a smaller square view on the right. The large view shows a blue Earth at the bottom center, a yellow Moon at the top right, and a white spaceship at the top center. A yellow circle represents the Moon's orbit. The text '宇宙船' (spaceship) is written next to the spaceship, and '地球' (Earth) is written below the Earth. The text '月' (Moon) is written next to the Moon. The smaller view on the right shows a white spaceship icon on a blue background with a white crosshair. Below the main display area, there are several controls: a 'SPEED' input field with the value '50.0', an 'ANGLE' input field with the value '0.0', and three 'Range' buttons labeled 'Range 1', 'Range 2', and 'Range 3'. Below these buttons is a 'RADAR' label. At the bottom right, there are two buttons labeled 'Start' and 'Sound Off'.

Stage : 1 Score : 0
Hi-Score : 0

宇宙船

地球

月

SPEED 50.0

ANGLE 0.0

Range 1 Range 2 Range 3

RADAR

Start Sound Off