

MolSim WS 23/24

Sheet 2

Collision of two bodies

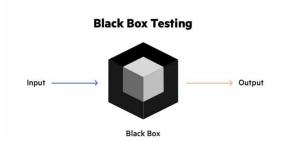
Group C [Manuel, Tobias, Daniel]

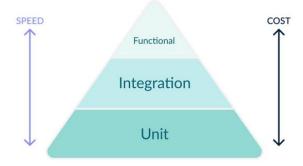
11/17/2023



Unit tests

- Important testing principles
 - independent components
 - independent parameters
- Different testing goals
 - Components vs (Sub-)Systems
 - Functionality vs format

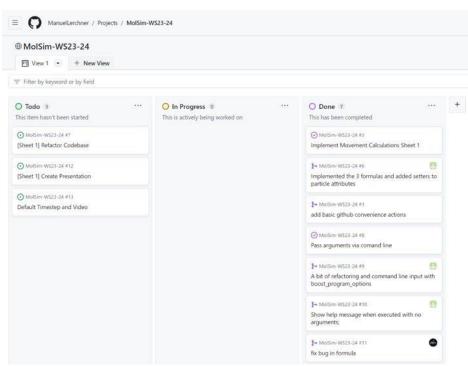






Github Project Management

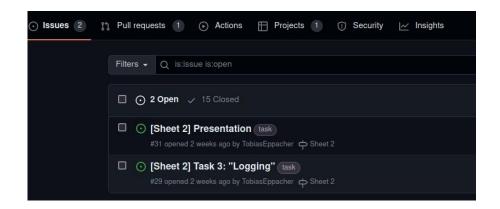
- Task Planning via Github
- Kanban Board View
- Easy way to see open issues





Github Issues

- We organize open tasks in issues
- Issues can be assigned to persons
- Everyone can work in parallel
- Hopefully not many merge conflicts
- Creation of pull requests to protect the master branch

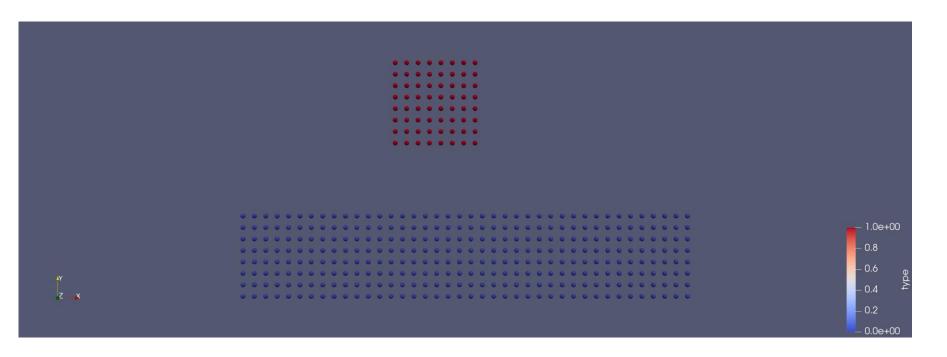




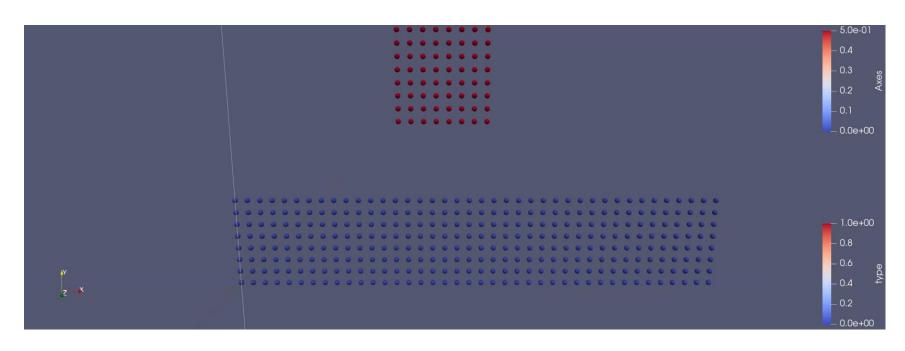
<u>Logging</u>

Integration of the spdlog library
Prettier and distinguishable output for different information
User selectable log-levels









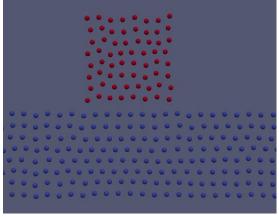


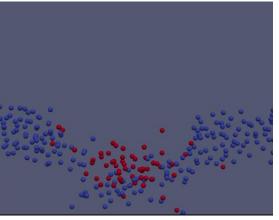
Observation 1:

- Particles scatter on impact
- Red particles transfer momentum to a few of the blue ones
- Particles move together according to newtons
 1st law

Similar processes:

Billiard ball colliding







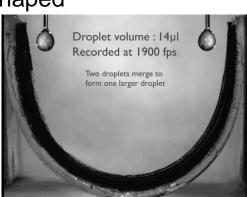
Simulation 1 + 2

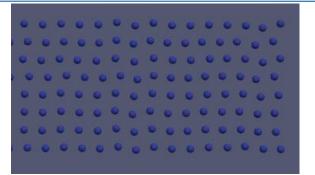
Observation 2:

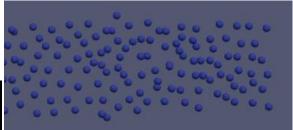
- The cuboids deform and seem to collapse a little even before collision
- Untouched portions of blue cuboid still deformed
- -> test with second simulation: cube without initial velocity should become sphere-shaped

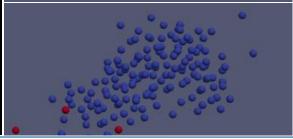
Similar processes:

- Forming of water drops
- Forming of (round) planets due to gravity









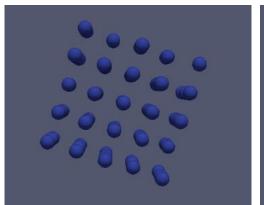


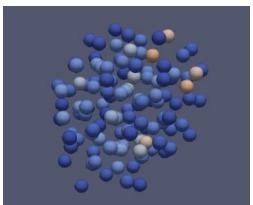
Observations:

- 1. Order
- 2. Particles <u>clump</u> together
- 3. Particles that get too close <u>drift</u> <u>apart</u> again



-> asymmetry of Lennard-Jones-Potential





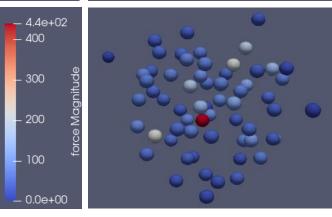


Abbildung: LJ-Potential for $\varepsilon=$ 1 and $\sigma=$ 0.9



Summary of cool things

- We created a few tests
- We continued and marginally extended our GitHub workflow
- We simulated a bunch of particles
- We drew a pretty particle collision
- We drew an even prettier particle collision with a moving camera



References

- Unit testing bild: https://codefresh.io/learn/unit-testing/ 2
- Black box testing bild: https://www.imperva.com/learn/application-security/black-box-testing/
- Billiard balls colliding gif: https://community.wolfram.com/groups/-/m/t/418720
- Water droplet gif: https://popperfont.net/2012/08/20/superhydrophobic-carbon-nanotube-water-droplet-bouncing-gif-goodness/