Plane Motion Produced by a User-Controlled Force

\*Press "Start" to start the motion.

\*Drag the yellow dot at the tip of the red arrow(force) applied to the car on the "ControlPanel" to change the force (magnitude and direction).

\*The ground is assumed to be frictionless.

\*A circular motion will be generated if the force is constant in magnitude and always perpendicular to the velocity (blue arrow).

\* When the car goes outside the boundaries, bring it back by adjusting the force such that the blue arrow (velocity) is pointing towards the white cross.

