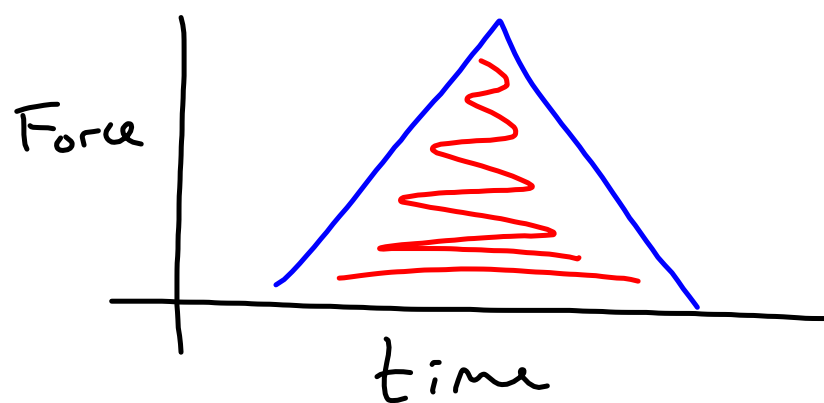
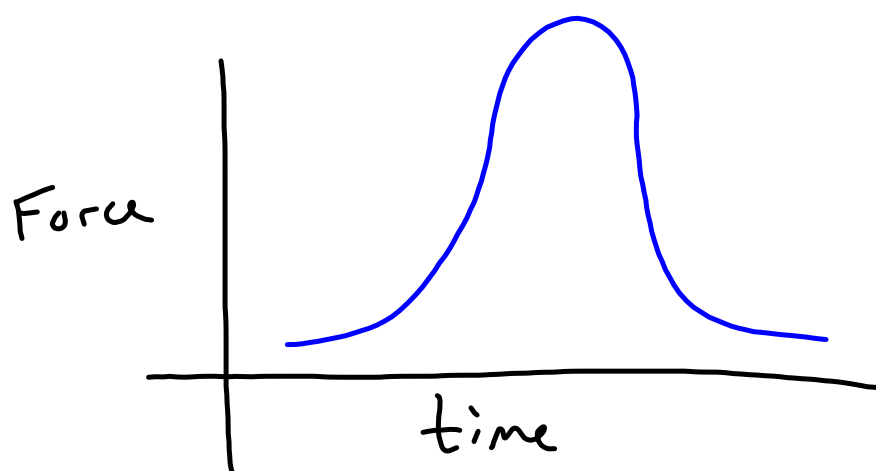


COLLISIONS

- Two main types (in "physics world");
 - Elastic
 - Momentum AND energy conserved
 - hit-and-bounce
 - Inelastic
 - only momentum conserved
 - explosions
 - hit-and-stick



$$\text{area} = F \Delta t = \text{Impulse}$$



$$J = \int F dt$$