

Abstract Submitted
for the MAR06 Meeting of
The American Physical Society

Using the Open Source Physics Java Library to do Computer Simulations¹ HARVEY GOULD, Clark University, JAN TOBOCHNIK, Kalamazoo College, WOLFGANG CHRISTIAN, Davidson College — Computation has become a common feature of many physics courses. However, the computation is usually an add-on and students do not learn how to write simulations in a way that is similar to how they are done in a research context. We describe how to teach students to learn physics by writing and modifying programs in Java using the object-oriented Open Source Physics library available at www.opensourcephysics.org.

¹Supported in part by NSF DUE-0442481 and DUE-0127363.

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Date submitted: 29 Nov 2005

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