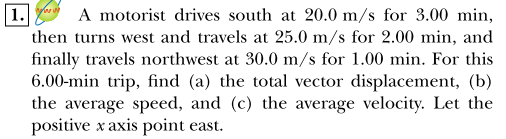
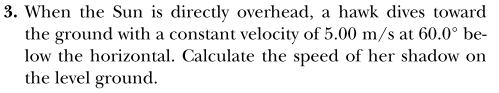
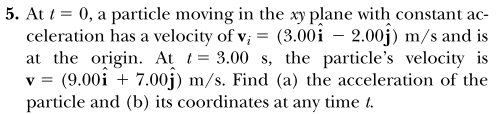
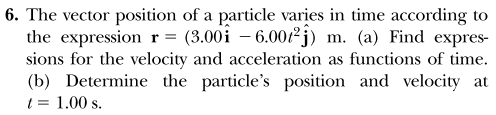
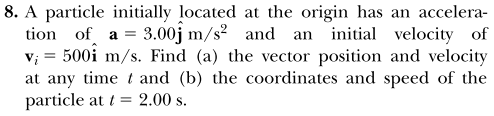
**Motion in two dimention**

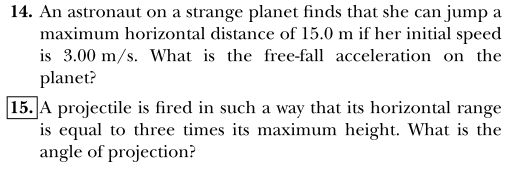


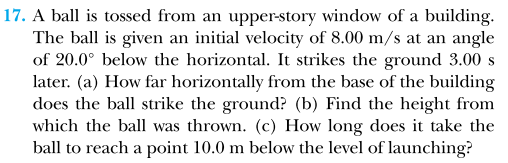


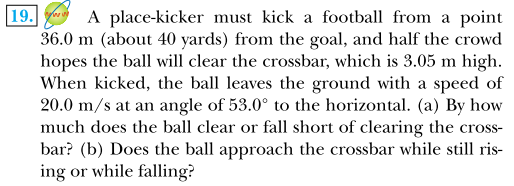


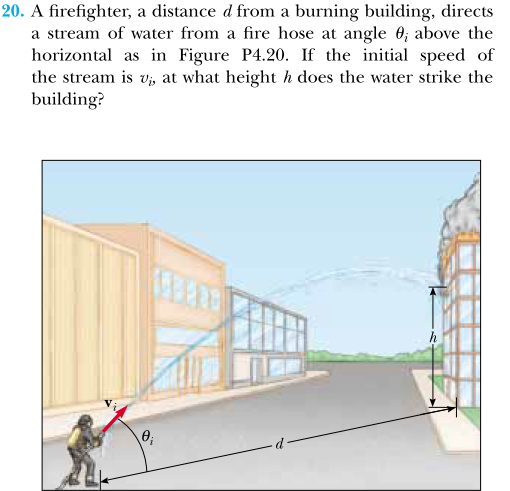


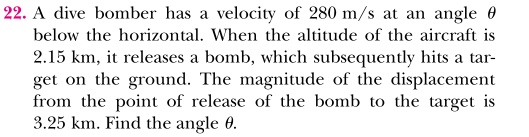


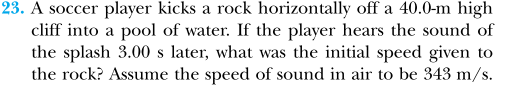


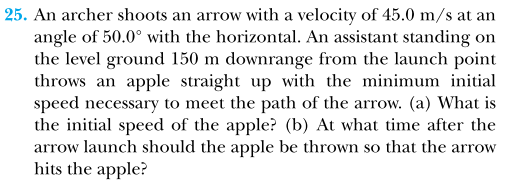












**Uniform Circular Motion**

