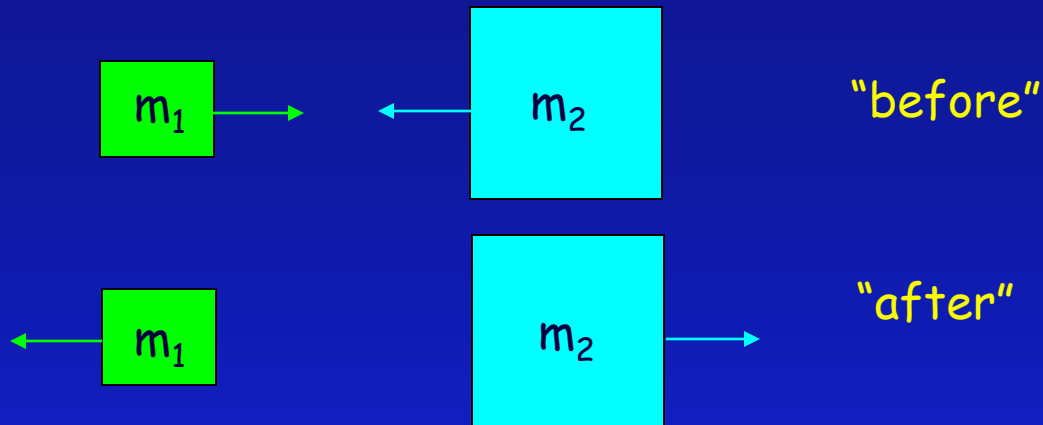
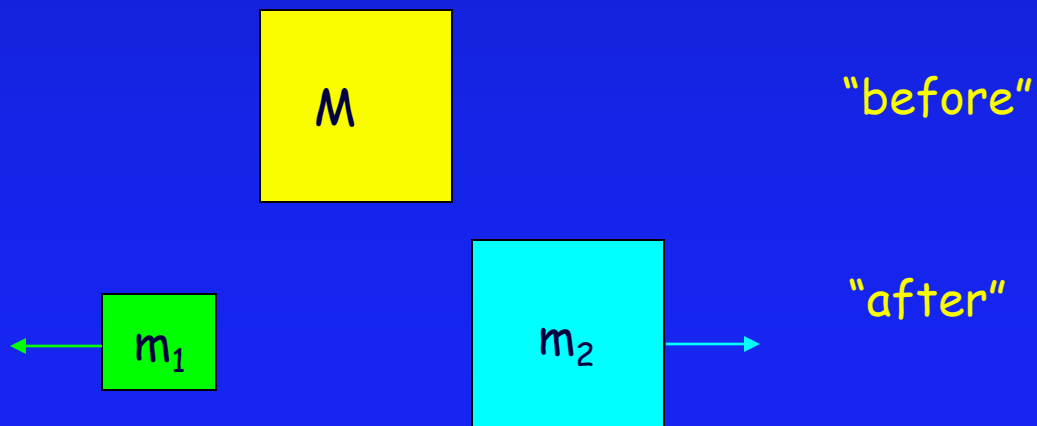


Collisions



Explosions



Procedure

- Draw "before", "after"
- Define system so that $F_{\text{ext}} = 0$
- Set up axes
- Compute P_{total} "before"
- Compute P_{total} "after"
- Set them equal to each other