Important Functions from Chapter 16

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Important Functions and Types from Chapter 16

- New Data Types
  - `ParticleState`
  - `OneBodyForce`
- One-Body Forces
  - `earthSurfaceGravity`
  - `sunGravity`
  - `airResistance`
  - `windForce`
  - `uniformLorentzForce`
- Animation Functions
  - `simulateGloss`
  - `simulateVis`
- Default Particle State
  - `defaultParticleState`