



Apps on Physics are browser-based, so they will run on Windows, Mac OSX and Linux operating systems.

1 The procedure to Install Apps on Physics in Ubuntu 16.04 or higher

1. To download **Apps on Physics** on Ubuntu Linux, go to **Apps on Physics** website (<https://www.walter-fendt.de/html5/phen/>)
2. **Apps on Physics** page opens.
3. In the **Apps on Physics** page, click on **Download** button at the top right corner of the page.
4. A dialog box opens, prompting us to save the file.
5. Click on **Save File** radio button.
6. Then click on **OK** button to start the download.
7. **html5phen.zip** file downloads to the **Downloads** folder.
8. Right-click on the **html5phen.zip** and select **Extract Here**.
9. **html5phen** folder appears in the **Download** folder.
10. Double click on the **html5phen** folder. Two folders are seen on the screen **ph** and **phen**.
11. Double click on **phen** folder. In the **phen** folder there are many files with **.js** and **.htm** extensions.

1.1 The procedure to open Apps on Physics in Ubuntu 16.04 or higher

1. Press **Ctrl+F** shortcut key. In the search bar type the file name to open.
2. Type **pulleysystem** . On the screen three files are seen for pulley system.
3. Right-click on **pulleysystem.en.htm** file and select **Open With Firefox Web Browser**.
4. **Apps on Physics** simulations opens on the screen.
5. We can use any other web browser to open the **.htm** files.

2 The procedure to Install Apps on Physics on Windows 10

1. To download **Apps on Physics** on Windows 10, go to the **Apps on Physics** website (<https://www.walter-fendt.de/html5/phen/>)
2. **Apps on Physics** page opens.
3. In the **Apps on Physics** page, click on **Download** button at the top right corner of the page.
4. A dialog box opens, prompting us to save the file.
5. Click on **Save File** radio button.
6. Then click on **OK** button to start the download.
7. **html5phen** compressed (zipped) folder downloads to the **Downloads** folder.
8. Right-click on the **html5phen** zipped folder and select **Extract All**.
9. **html5phen** folder appears in the **Downloads** folder.
10. Double click on the **html5phen** folder. Two folders, **ph** and **phen** are seen on the screen.
11. Double click on the **phen** folder.
12. In the **phen** folder there two types of files - **JavaScript File** and **HTM File**.

2.1 The procedure to open Apps on Physics on Window 10

1. Press **Ctrl+ F** keys together, a search bar appears. In the search bar type the file name to open.
2. Type **pulleysystem** . On the screen three files are seen for pulley system.
3. Right-click on **pulleysystem.en.htm** file and select **Open With Firefox**.
4. **Apps on Physics** simulations opens in the browser.
5. You can use any other web browser to open the **.htm** files.

3 The procedure to Install Apps on Physics on Mac OS

1. To download Apps on Physics on Mac OS, go to Apps on Physics website (<https://www.walter-fendt.de/html5/phen/>)
2. Apps on Physics page opens.
3. In the Apps on Physics page, click on the **Download** button in the top right corner of the page.
4. The **html5phen.zip** file gets automatically downloaded to the **Downloads** folder.
5. Locate the downloaded **html5phen.zip** file. Double-click on it to extract **html5phen.zip** file.
6. **html5phen** folder appears in the **Downloads** folder.
7. Double-click on the **html5phen** folder. Two folders are seen on the screen **ph** and **phen**.
8. Double-click on **phen** folder. In the **phen** folder there are many files with **.js** and **.htm** extensions.

3.1 The procedure to open Apps on Physics installation on MacOS

1. There is a search bar in the top right corner of the Finder. In the search bar, type the file name to open.
2. For example type **pulleysystem**. On the screen you will see three files for pulley system.
3. Right-click on **pulleysystem.en.htm** file and select **Open With Firefox Web Browser** option.
4. We can also use any other web browser like Chrome to open the **.htm** files.
5. **Apps on Physics** simulation opens on the screen.