**Parameters in exterior ballistics**

1. Air Resistance and Gravitational pull: Slows down bullet, increases yaw, decreases velocity, kinetic energy and range.
2. Tumbling: Rotation
3. Nutation: Nosal end circulation
4. Precision: Tip and base in up and down motion
5. Secondary Ejecta: Wads and unburnt particles
6. Ricochet: All projectiles can ricochet if they strike a suitable surface at a low angle of incidence.
7. Structure of projectile: Movement towards the target
8. Skin friction: Air and metal molecule interaction but it is negligible
9. Base drag: Backward pushing of projectile
10. Head Resistance: Lesser the head diameter, less air resistance and more range.
11. Spin
12. Angle of fire
13. Drift: Due to jump
14. Velocity