CS363 GUI-Simulation - Topics

1. Simulation types (two or three weeks on each)
   A. Monte Carlo
   B. Discrete time
   C. Discrete event
   D. Difference equations

2. Likely Labs
   A. Monte Hall
   B. Neural synchrony
   C. Lotka-Volterra predator-prey
   D. Traffic
   E. Vehicles
   F. Snowball Earth
   G. Magnetic Pendula
   H. Unix disk system (possibly including buffer cache)
   I. Superior Colliculus (!?)

3. General simulation topics
   A. The Law of Large Numbers
   B. Probability distributions
   C. Phase spaces
   D. Validation and verification

4. Java topics
   A. Collaborative software development techniques
   B. Animation
   C. Collections
   D. Thread
   E. Components: JPanel, JSlider, JFileChooser, JScrollPane