**Earthquake Simulator Instructions**

Welcome to the instruction manual for Brandon Proano’s Earthquake Simulator! This document will provide the user with the necessary information for them to run the simulator themselves. Let’s begin:

**Step 1:** Open the C file and execute the code to begin. Alternatively, you can you an already generated .exe application file that was created by previously executing the program.

**Step 2:** After executing the code or running the .exe application file, a terminal should appear with the following prompt:  
A screenshot of a video game

AI-generated content may be incorrect.  
If this prompt doesn’t appear right away, don’t worry, the code can take a while to execute, depending on the system it’s running on.

**Step 3:** The prompt does a good job at displaying all of the possible options for the user to use, making the process very streamline. At this step, all you need to do is decide what type of fault you would like to create, and then type in the corresponding number. For example, if I wanted to create a horizontal line fault that runs through the landscape of the planet Kimbus, I would type in “2” and then press the enter key.

**Step 4:** After you have selected the type of fault line that you would like to create. You will be prompted to enter a specific value, coordinate, or coordinates depending on which fault line you wish to create. For example, when trying to create a circle, you will be prompted the following:

A black screen with white text

AI-generated content may be incorrect.

**Step 5:** Once you enter the necessary information, in the format that it specifies, the fault line will be created and displayed on the map. Repeat steps 3 and 4 to create the desired fault line geography.

**Step 6:** Once you have your desired fault line geography and all of your fault lines are created, the final step is to run the simulation! In order to run the simulation, the user simply needs to enter the value “-1” when the main prompt appears. After entering “-1”, the simulation begins and the stress values will be printed until an earthquake occurs and the simulation is over. Here is an example of the stress map:

A black background with green letters

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**Conclusion:** That concludes the 6 steps that the user needs to take in order to use the earthquake simulator!