Explanation of how to run the code

* Open the notebook SES.nb.
* If the “Dynamic content” warning appears anytime while the program is running, hit enable.
* Execute the function homeScreen[].
* You will see a set of buttons that correspond to differing starting masses; click on one of them.
* The window will close and you will then be faced with another window with two checkboxes and input fields; check the box to enable the input field found below that checkbox. Make sure to hit enter after entering any values to make the program record that value. If you do not wish to enter starting/ending values, do nothing for this step (default values will be utilized).
* Hit the button labeled “Create My Star!”
* The window will close, and the main interface will appear.
* The label on the time slider will tell you the start and end times of the slider (you will be sliding within that interval, not the entire star lifetime).
* Slide the time slider to manipulate the set of graphics.
* Check the checkbox if you want the core diagram to show the core dimensions relative to the star as a whole (as opposed to the core on its own when unchecked).
* Hover the cursor over the core diagram to see the elemental core that is being represented by the disk visible (when visible).
* Close out of this when finished (explanation of the graphics will be included in the description of the project).
* Follow the instructions for the demos following this one found within the comments.
* Go down to Data Visualizations and look over the variable explanations along with the graphs of the interpolating functions produced from the calls of the stellarEvolutionSimulator that were made.
* The listing of the parameters required for each function is found within the overview of how our code approaches the problem.
* If you enter parameters into stellarEvolutionSimulator[solarMass,start,stop] or interface[start,stop] that are nonsensical to the program, you will get messages that were pre-created by us and the program will run with default values. Because these are functions are called within others, this will still apply (just maybe in a messages window).