An excellent way to prepare for your presentation is to write a list of everything you are proud of. Then go around the group giving reasons why that feature/design decision is a good one. If you decide, ultimately, that a decision was not a good one, you still have time to fix things!

1. show UML for overall idea of our system
2. talk about what new/special features we have
3. demo GUI -> show code
   1. Demo your new features.
   2. Show us that creating two accounts, depositing money in one, and transferring some of the money to the other account will result in an accurate balance for both when you run the program a second time.
   3. Walk us through some of your code, explaining what gets called from where and where the model parts of your program are stored. You may want to show us an up-to-date uml diagram or several uml diagrams for each piece of your program. If you implemented any design patterns, be sure to include that in this part of your presentations.
4. design decisions / patterns
   1. Explain at least two major design decisions that you made. This can include why you did or did not use a design pattern or how you improved your code from Phase 1.
   2. explain interfaces and abstracts
   3. built in / own interfaces
5. lightning round / answering questions ?