

Release notes for the "Simulator"

Version 1

Providing the general classes and testing the concepts, especially the graphical representation.

Version 2

Implementation of the growth models. Concept of the interface for the implementation of concrete dynamic systems.

Version 3

Implementation of mathematical billiards. Transition to the parallel languages D/E. Provision of the Language Manager and the corresponding resource files for the individual languages.

Version 4

Implementation of numerical methods and coupled pendulums. Extension of the graphical representations for the numerical methods.

Version 5

Implementation of the iteration in the complex level. Optimization of performance through asynchronous implementation of the iteration in a separate thread.

Version 6

Complete revision of the architecture. Outsourcing of the logic from the Windows forms to a controller between Windows form and interface. Introduction of abstract classes between the interface and the individual dynamic systems. Outsourcing of code copies to separate classes (e.g. `ClsDiagramAreaSelector`). Comprehensive testing and stabilization of the program.