

Project in Java: Ballroom dancing competition (by Anastasiia Rerikh).

The project will be a dance competition simulator. The user will be able to enter the number of participants (couples) and judges, and perhaps even participate in the evaluation.

The competition will consist of several rounds, where only half of the couples with the highest scores from the juries will advance to each subsequent round. The simulation will end when the best two participants are determined according to several parameters, including costumes, choreography of the couple and the technique of each partner.

