Term Project 2 Reference:

Part 1:

1. Event-based animation codes from 15-112 website. The link to the specific page is: <https://www.cs.cmu.edu/~112/notes/notes-animations-part1.html>
2. Computer graphics codes from 15-112 website in order to draw tables and graphs. The link to the specific page is:

<https://www.cs.cmu.edu/~112/notes/notes-graphics.html>

1. 70-401 Tepper UBA Capstone, Management game details:

<https://www.cmu.edu/tepper/programs/mba/curriculum/capstones/management-game.html>

1. How to make graphics with tkinter and mode dispatcher:

<http://www.kosbie.net/cmu/fall-16/15-112/notes/notes-animations-examples.html#modeDemo>

1. How to read CSV file:

<https://www.cs.cmu.edu/~110/notes/notes-2d-lists.html>

1. Business Game Data from David Lamont, Management Game Course Instructor
2. 15-112 Gaussian Elimination Code is from:

<http://www.kosbie.net/cmu/spring-17/15-112/notes/15-190-hw2.html>

And 15-110 advanced optional lecture week 8 notes sent via email from David Kosbie

Part 2:

1. <https://www.cs.cmu.edu/~112/notes/notes-monte-carlo.html>
2. Week 1 , Fun Friday: Guest Lecture by Lenore and Manuel Blum: BBS + Unfair Coins,
3. Monte Carlo Code structure learned from: <https://www.cs.cmu.edu/~110/notes/monte_carlo_with_dice.py>