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Bonuses Implemented: none.

Predictions system:

Introducing Predictions, a cutting-edge simulation engine tailored for researchers aiming to replicate intricate scenarios. This platform offers a flexible and personalized environment for constructing diverse simulations effortlessly. All you need to do is upload an XML file outlining the simulation's environment. Be it complex ecosystems, societal interactions, or various phenomena, Predictions empowers you to transform your research ideas into dynamic and interactive simulations.

JAVA-FX Module:

The application UI, contain the data from the engine and display for user. In addition, get the data from user and move to engine.

A new module has been added that contains all the new UI (the application) which has been implemented with sceneBuilder.

The module includes the communication between the user and the system engine, receives information from one side and transmits the information to the other side and vice versa.

The module is built from a header that includes the information at the beginning of the system that is displayed on each screen. In addition, there is a controller for each details, new Execution, results screen.

Each controller holds the objects relevant to the screen it displays + actions that are performed on the screen.

*In Details screen, the components that display the various actions are dynamic components that are created as soon as the user presses the button.

*In Results screen, the graph is displayed as follows: at every TICK that changes the amount of entities, a point is added to the graph that contains the information.

If in the current tick no change was made in the amount of entities, the number of the tick that holds the current amount of entities is updated to the current tick.