

# Stock Market Simulation

written by  
James Barry - barryj  
Eric Sisson - sissone

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# Introduction

- ▶ A stock is a share in ownership of a company
- ▶ Stock trading is buying and selling stocks through brokers
- ▶ Involves real money, can be risky
- ▶ Simulated environment could help one learn
- ▶ No risks in a simulated environment

# Summary

- ▶ Difficult to get practical stock trading experience without risking money
- ▶ Creating a stock trading game would allow users to trade in fake money
- ▶ Three key players to implement: trader, broker, market

# Implementation

- ▶ Object oriented programming in Java
- ▶ Build a simulated environment with a real-time API
- ▶ Let user track their budget and owned stocks
- ▶ API helps simulation be accurate to reality

# Risks and Limitations

- ▶ Simulation could be potentially misleading
- ▶ User does not affect market if API is used
- ▶ No lessons on how the stock market works
- ▶ Market could be simulated rather than based on an API, but leads to accuracy issues

# Questions?