1. SCoBi-Veg Simulator

SCoBi-Veg stands for **S**oOp (Signals of Opportunity) **Co**herent **Bi**static scattering simulator for **Veg**etated terrain.

- 2. Downloading The Source Code
- 3. Implementation and Open-Source License
- 4. Architectural Design
- 5. Inputs
- 6. Modules
- 7. Virtual Vegetation
- 8. Outputs
- 9. Future Expansion