Based on the course project description, you should develop a project proposal with 2 pages in length. It should include problem definition, background, group introduction, and the plan to get it done (high-level milestones, tasks for each individual member along with timing, etc.)

Project Proposal

**Problem Definition**: The problem we face is to create and implement a graphical network configurator for [V-NetLab](http://www.eng.utoledo.edu/~wsun/papers/ncisse05.pdf), developing a GUI in which a user can draw a network topology. In addition, users will be able to specify the parameters for hosts and network hubs, save network configurations, open and continue working on them, as well as check the correctness of network specifications. Users will then be able to save it into a configuration file for V-NetLab to use if all is correct.

**Background and Motivation**: Different members in our group have different levels of experience with using various languages, however, we all have at least some experience with Java and feel that once we start the project, we will be able to pick it up very quickly. Additionally, having all taken the networking classes, we feel that we should be prepared to take on this project and be successful in doing so.

**Group Introduction**: The group consists of Daniel Boss, an IT major graduating this December, Bryan Betts, a \_\_\_\_\_ major graduating \_\_\_\_, Ethan Freimark, a \_\_\_\_ major graduating \_\_\_\_, and Brian Stubelt, a \_\_\_\_\_ major, graduating \_\_\_\_\_. We believe that our combination of different majors will make our group stronger and able to tackle issues and tasks more efficiently.

**Key Contributions**: There are many great resources we can use for reference for this project. One good recourse for us will be the textbook as well as past textbooks that dealt with Java. The internet is also full of great references, which of course need to be taken with a grain of salt. Legitimate online articles will be considered for sources as well if they are deemed useful. We also plan on utilizing online resources regarding presentation techniques, when it comes time to present at the end of the semester.

**Work Plan**: Our plan to get this project done is to start by doing some research on similar applications to see how they work. Once we have a good understanding of how a similar application works and its various aspects, we can start to come up with exactly how we want to get our own ideas translated into code and ultimately into the GUI. By this point we will also have a list of what we want our GUI to look like and how we want it to work. This will make it easy to implement, rather than making it all up as we go. Another item to consider is that we plan on implementing the topics learned in class as we go along throughout the semester where it is appropriate to do so. We would like to strive to keep our code pliable so that if we choose to change something it will be easy to do so. We plan on breaking up tasks in some cases, while combining them when necessary. A rough task list is illustrated below:

Daniel- group leader, mediator, programming, visual design

Brian Stubelt- programming, network architecture

Bryan Betts- programming, visual design

Ethan Freimark- programing, network architecture

**Timing**: We will follow the Milestone timeline as close as possible to stay on track for this project. By the first code review, we would like to have a working GUI that will need polished but will have all the working aspects of the final product. Between now and then, we will set shorter goals in order to stay on track with the smaller tasks that will come together as our ultimate goal.