This time I collaborated with colleagues from optics discipline to amend and optimize a bunch of existing code and turn them into an integrated and user-friendly program. Given that the computing speed is their major concern, I introduced the multiprocessing and map-reduce library. Then, for the scanning and fitting part of the program, I adopt ternary search as I found that the fitting graphs were a concave function. Apart from the above two methods, I also modified the code so as to remove some repetitive computation. Therefore, the present program runs approximately twenty times faster than its old version. As regards the interface of the program, I introduced QThread and the mechanism of signal and slot, and therefore users are able to interact with the interface when the simulation is ongoing. Apart from the programming part, coordinating between clients and the programmer was another challenging yet rewarding experience for me. This program has been distributed to the members of Prof.Guo’s lab and is under testing.