Graphical Components for Directed Diffusion

# Introduction

To introduce a better simulation attempt . As an attempt to aid other users of the DirectedDiffusion Simulator.

# Baseline Modifications

During the initial prototyping of the components, the number of classes in the default package grew to unmanageable levels. The first attempt at re-organization was to introduce just the dd.ui package. However, the restrictions on Java packages did not allow the modification. The issue was when trying to import the requisite classes from the

The structure of the code is broken down into the following packages:

1. dd – the
2. dd.ui – generic
3. dd.ui.log – contains the logger component related code
4. dd.ui.
5. dd.ui.test – general tests for some of the components

Due to time constraints in implementing the things, there was no requirement for the

# NodeList

## Purpose

The purpose of the node listing is to provide a view of the data that is

# Plots

The plotting the

## Purposes

## Class Heirarchy

[Show the diagram here]

## PlotFrame

The PlotFrame component is an abstract class that comprises of several useful

Using the getTrace() method is not required under ordinary circumstances. The

# Conclusions

Due to time constraints imposed on the author during the composition of