**EventPlacer**

*//go through data and place //events on global coordinate //system*

**Coordinate**

*final double LATITUDE;*

*final double LONGITUDE;*

**GlobeParser**

*-Read in lat/long data, separated by country somehow*

*-We will use each country’s group of coordinates to create the polygon for its shape*

**ModelMain**

updateModel();

STARVATIONEVASION.SIMVIS**.MODEL**