The project should be a **Java Applet application**, the class structure should be similar to the one presented in the "On to Java 2" book.

The topic doesn't necessarily need to be an IE application; **any topic** is acceptable, as long as it works and it has a logic.

**User interactivity** is required: the Applet should be able to respond in some way to the user's inputs (mouse clicks or buttons, input boxes, choice lists, etc…).

An underlying **model class** has to be present, with some sort of algorithms / formula / methods; this model has to perform calculations accordingly to the users' inputs modification.

Some **graphical implementation** is required: any visual application is acceptable (charts, drawings, etc…) and it has to change (shape / color / dimension / position) according to the model calculations.