

## Transcript

Hey, we're winding up and getting near the end of this journey. And cool thing is that my project is getting near the end as well. So I'm starting to put some user controls in there where you can control the simulation as it runs. But then also do some setup beforehand. So you can change the number of sheep and things like that, and all of those things. So that's what I'm working on now is really fine tuning it and adding those pieces. So this is what it looks like when I get the user control to run the simulation speed. I like it, but I might have to make some changes to it as I move into the next stage. But this took me long enough to get today. So that's it.