1) Implement an RK4 solver within your project 4 code.

2) Imagine you are a programmer for a scientific visualization tool and your boss asked you which solver to use: RK4 or Euler. How would you answer this question? It would involve establishing a methodology for assessing their positive and negative aspects. For this project you will do three things:
   a. Design this methodology
   b. Carry out the study
   c. Write up a report

3) Upload your report to Canvas and your source code that contains your RK4 when you are done. The report should be approximately one page in length. Writing style will not be evaluated, but poor writing always makes a poor impression. Do not worry about it being exactly a page ... just make sure that your methodology and results are communicated. (Slightly over is fine, although two full pages is too long ... under is fine, but a half page is too short.)

Re using C++ or something else: To me, continuing with our C++ framework is a natural choice. If you choose to go a different direction, it is probably good to check in with me to make sure our expectations are the same. Further, make sure you implement RK4 within project 4 even if you use something else.