



**SDSU**  
presents  
a thesis defense for  
Master of Science  
degree in  
Computer Science

Tuesday,  
July 10, 2012  
  
1:00pm  
GMCS 405

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*An Interactive History and Geography of Mexico Using Map Objects for Java*

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## Abstract

Mexico is a country rich in history, culture, traditions and biodiversity, among other things. The motivation for this thesis project comes from the desire to show the user of this application some of this country's richness.

The multimedia application developed as part of this work will cover a general overview of Mexico's Pre-Hispanic period when Mesoamerica (a region and culture area in the Americas that extended from Central Mexico to Belize, Guatemala, El Salvador, Honduras, Nicaragua and Costa Rica) developed and flourished (2000 BC – 1519 AD). This period included the Olmec, Mayan, Aztec civilizations, among many others, that rose and fell leaving behind an incredible amount of contributions to today's Mathematics, Physics, Astronomy, Arts, etc.

The application will provide a couple of interactive maps of Mexico showing the areas covered by the Mesoamerican cultures and relevant information about each of them. It will also provide maps showing the location of the main mountain peaks, ranges and bodies of water in the Mexico of today.

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## Thesis Committee

Carl Eckberg, Thesis Chair, Department of Computer Science  
Joseph Lewis, Department of Computer Science  
Michael O'Sullivan, Department of Mathematics & Statistics