Names: Sanaa Otgonbayar, Kevin Huynh

Homework 4 - Design Document

Feature 1: Have the four rules represented in different colors, overpopulation will be blue, stable will be green, underpopulation will be red, and repopulation will be yellow.
Feature 2: Implement a reset button that allows us to reset the graph and start from 0.

GraphWindow	calls
GraphWindow()	Constructs a grid that's 100 pixels tall with each bar being 20 pixels wide making a 5 by 5, Underneath it, it will create a graph tracking how many cells are alive. 3 buttons will be created
UserChoice	This will allow the user to click and bar and change if it's alive or dead, with a left click, the cell becomes alive if it was dead, a right click changes the cell to dead if it was alive
Populate()	Will take the Graph and with each bar, it will randomize so there's a 50% chance the cell be alive or dead
Turns()	Keeps track of the amount of turns that are taken.
StepSlot()	Advance the game one turn
PlaySlot()	Plays the game with x seconds per turn, x is determined by the speed adjuster
StopSlot()	Stops the game
~GraphWindow	Deletes the UI

Cell	calls
Cell()	Creates a cell
getCell()	Get the cell you need
setCell()	Sets the cell to alive or dead
reset()	Resets your graph so you start from zero
colorIn()	Colors the cell based on the category it falls under