

## proj.selekcjanatur.Start Controller

- Slider sliderWidth
- Slider sliderHeight
- Slider sliderPeople
- Slider sliderFood
- Slider sliderFoodPerTick
- Label labelWidth
- Label labelHeight
- Label labelPeople
- Label labelFood
- Label labelFoodPerTick

- + void initialize()
- void bindSliderLabel  
(Slider slider, Label  
label)
- void startSimulation()
- void replayFromFile()