This project is written in Java using the Eclipse MARS IDE. The included zip file contains all the project files, including 3 classes and two unit test files. The unit test files do not test every aspect of the project.

GameOfLife:

This is the main code. It contains the main method as well as the code to manage the graphics and cells.

There are four constants that can be modified to alter the size of the board as well as the number of iterations the game plays through.

**DEFAULTE\_HEIGHT** Height of board

**DEFAULT\_WIDTH** Width of board

**DEFAULT\_SIZE** Height & Width of cells

**MAX\_ITERATIONS** Number of times state is checked and changed for all cells.

Cell:

This class contains the cell state (isAlive) as well as the state of all 8 of the cells neighbros.

CellImage:

This class is the primary display area for the cells.