

## README

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### The Application:

- World: appears in the top of the window, it is a white rectangle that displays the critters in the simulation
- New Critter: below the world, there are 2 textboxes and a button
  - Type: the textbox labeled 'Type' expects the name of the critter class to be created. Invalid inputs will result with an error message at the very bottom of the application
  - Number: the textbox labeled 'Number' expects the number of the critters to be created. Invalid inputs will result with an error message at the very bottom of the application
  - Create: the button labeled "Create" submits the values in the textboxes above and uses them to create the critters. Afterwards, it updates the world.
- Seed: next to the new critter is a text field labeled seed and a button labeled set. The text field is expecting a number to use for the random seed. Invalid inputs will result with an error message at the very bottom of the application. Pressing the button submits the value from the text field and sets a random seed.
- Time Step: below the new critter and the seed, are a text field and a button, then 4 buttons labeled 1, 10, 100, 1000
  - The text field and the button are for submitting custom numbers of time steps to execute
  - The buttons are for quick execution of pre-set numbers of time steps
- Animation: below the time step inputs there's a dropdown menu and two buttons. Using the menu the user can specify the speed of the animation, and with the button they can start or stop it
- Run stats: below the animation inputs, there are a text field and a button allowing the user to specify the kind of critter that will have its stats displayed, right below the input field

GitHub: [https://github.com/HadarRoze/422C\\_Assignment4](https://github.com/HadarRoze/422C_Assignment4)