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rainbowGame

squareColor(int,int,int): int

runGeneration(): void

numOfLiveNeighbors(int, int): int

neighborColors(int,int): int[]

displayText(): void

initializeGridForGame(float) : void

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fireModel

aliveColor : color emptyColor : color

fireColor: color

fire : int alive : int

initializeGridForGame(float, float): voic

runGeneration() : void
displaygrid(int) : void

displayText() : void