Object-oriented Modeling and Programming in Engineering

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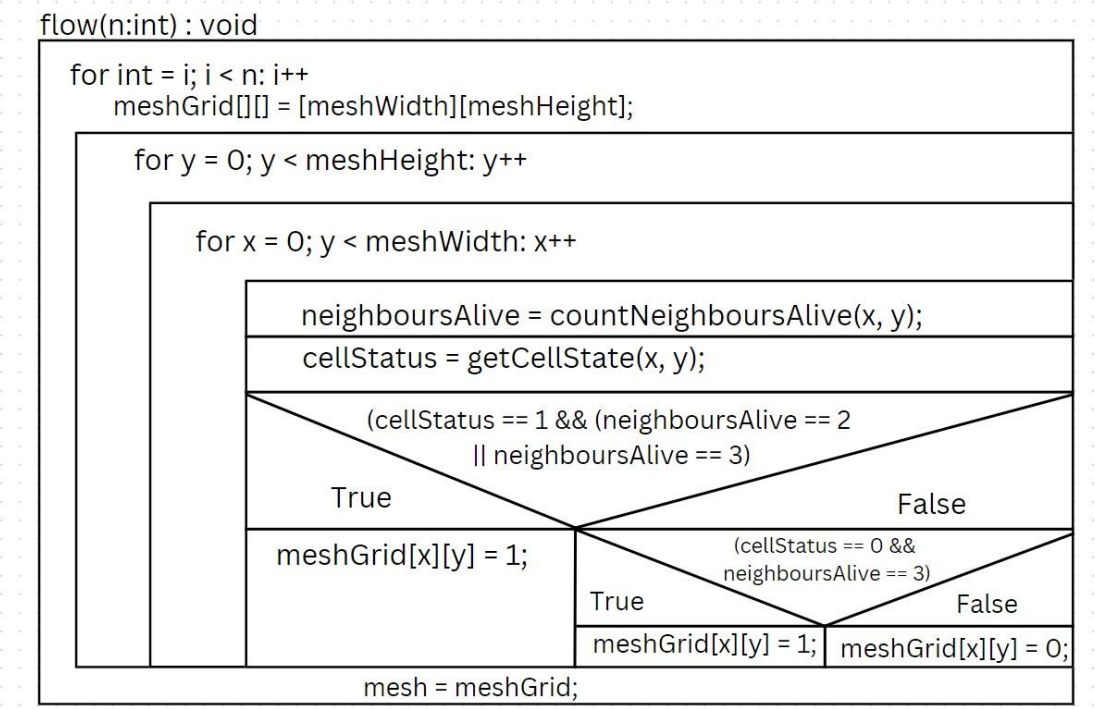
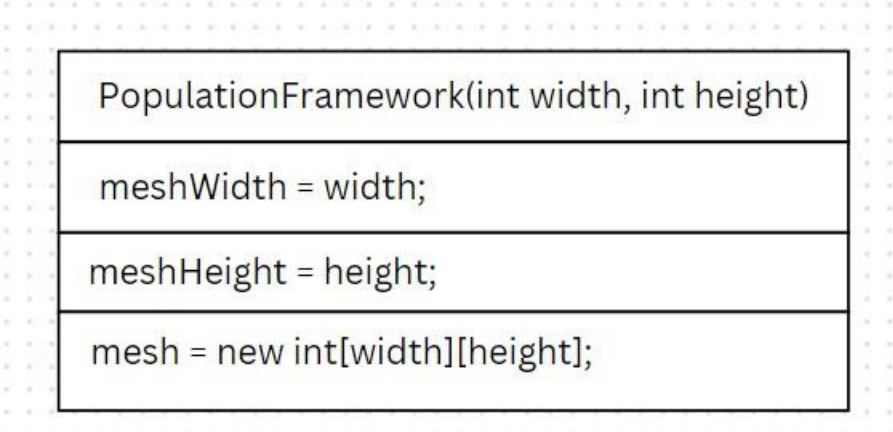
Homework 2

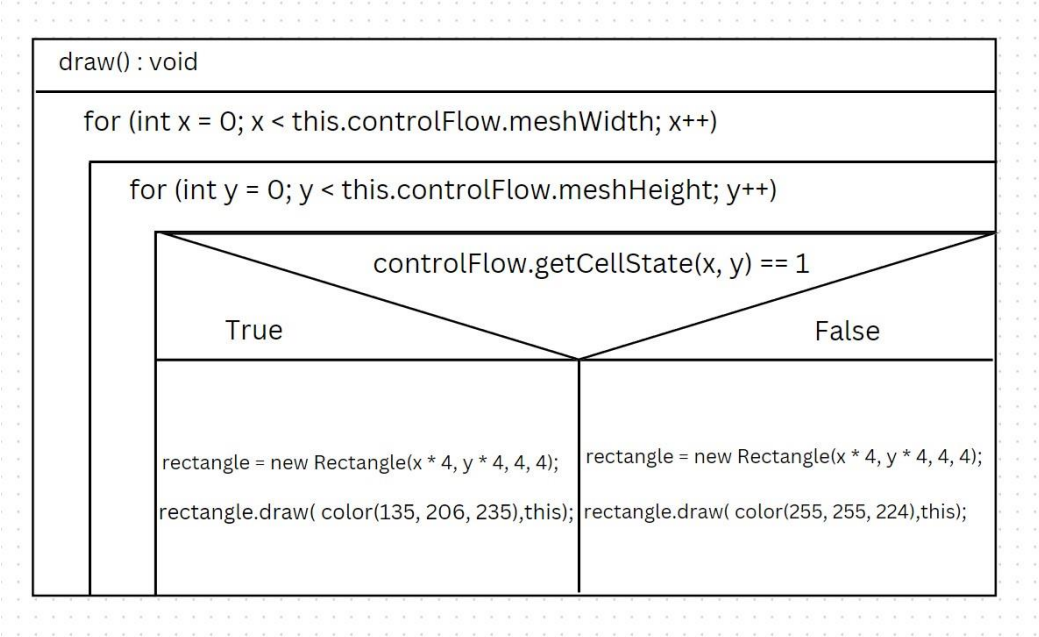
- Graph to represent the behavior of a single automat via Nassi-Shneiderman



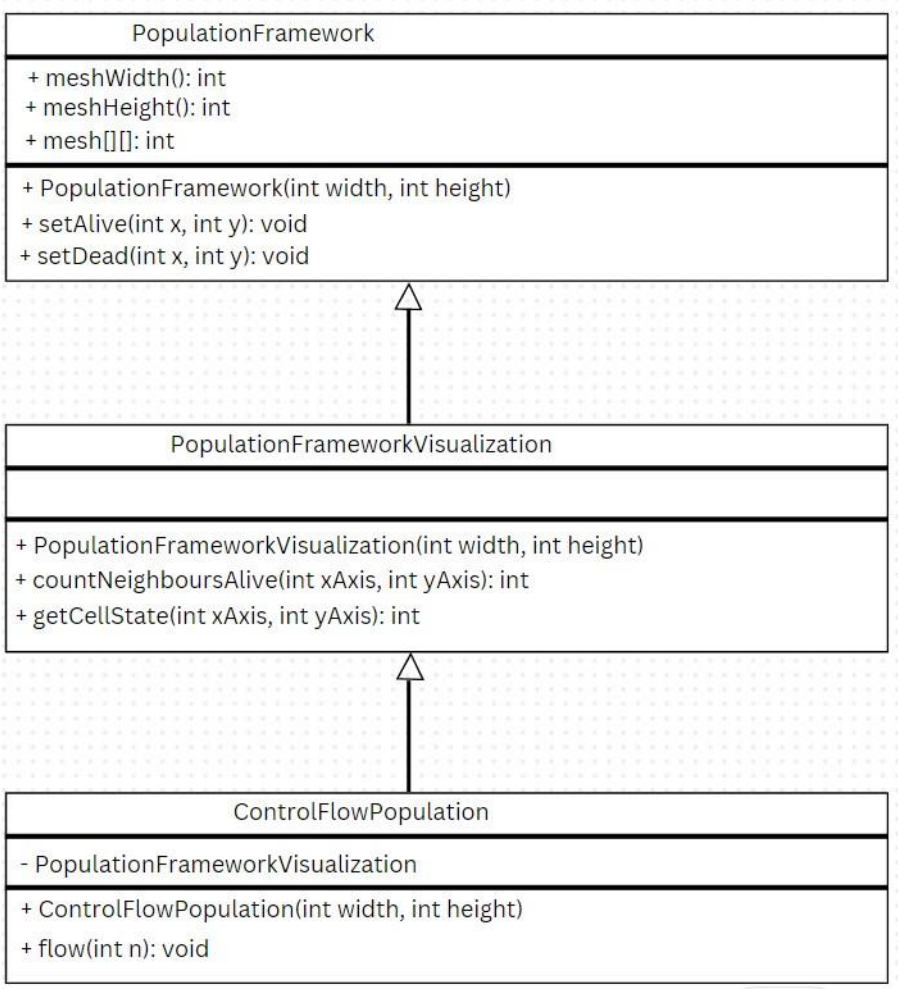
- The Nassi-Shneiderman diagram for the calculation of the whole field

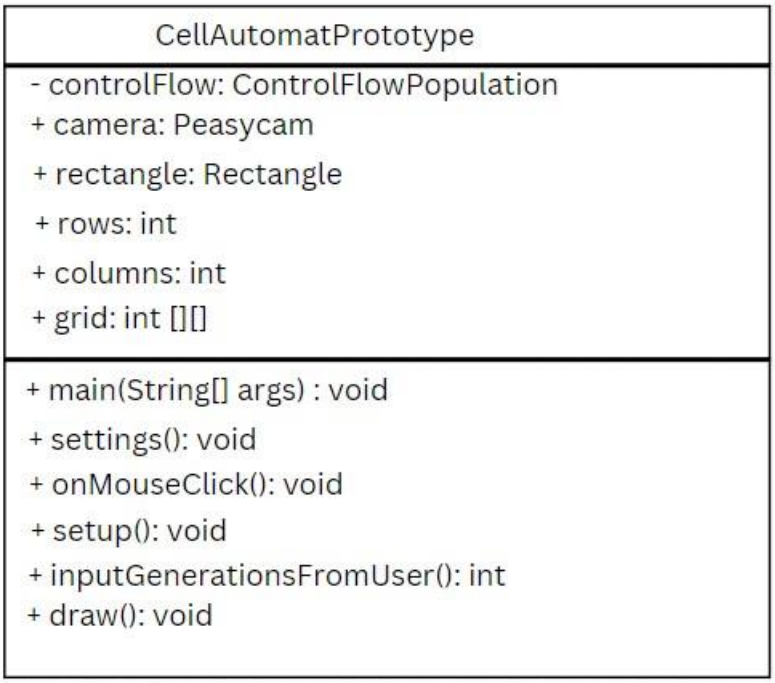


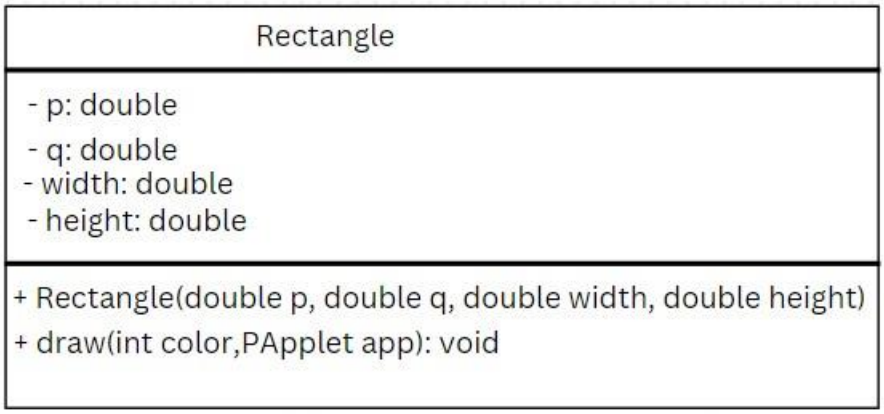
- The Nassi-Shneiderman diagram for the visualization of the field



- Class diagrams for the implemented classes

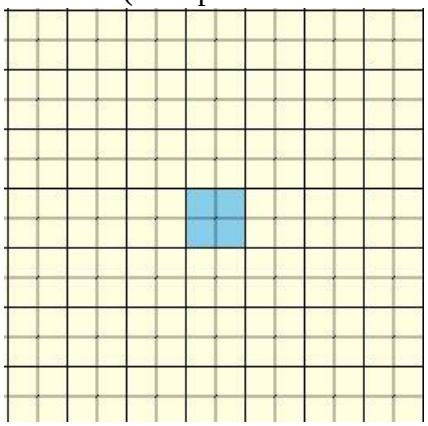




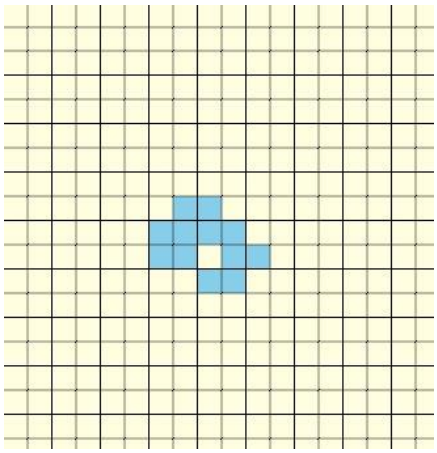


- Screenshots of the evolution results

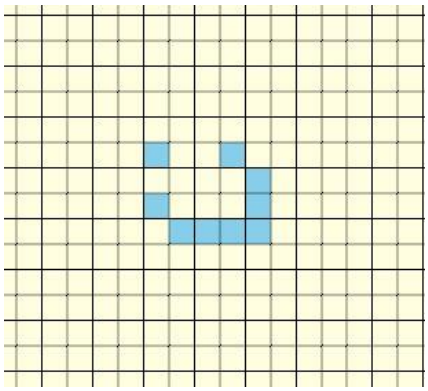
Pattern 1 (This pattern remains same for all generations)



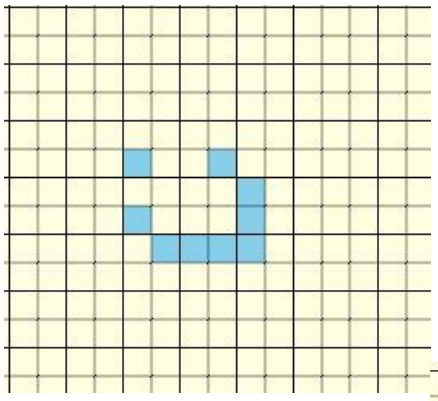
Pattern 2



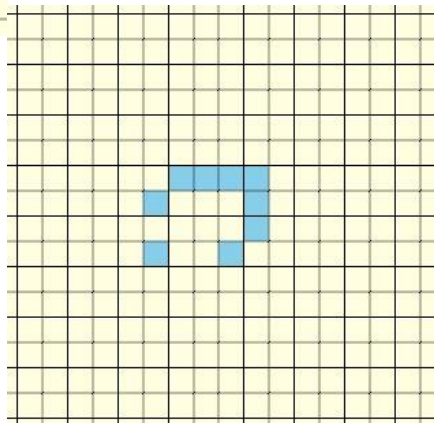
1st generation



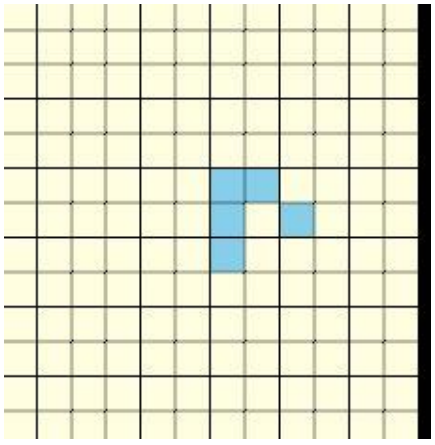
5th generation



10th generation

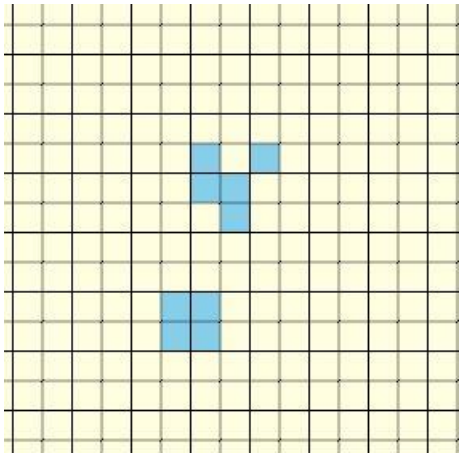


20th generation

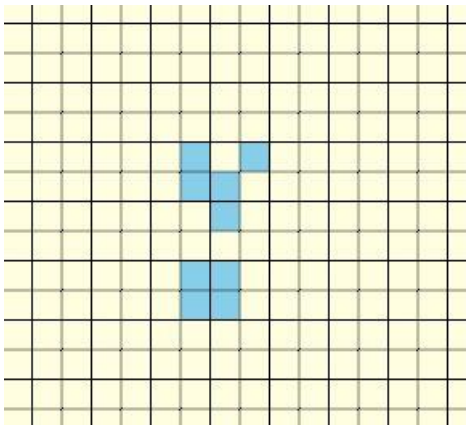


50th generation

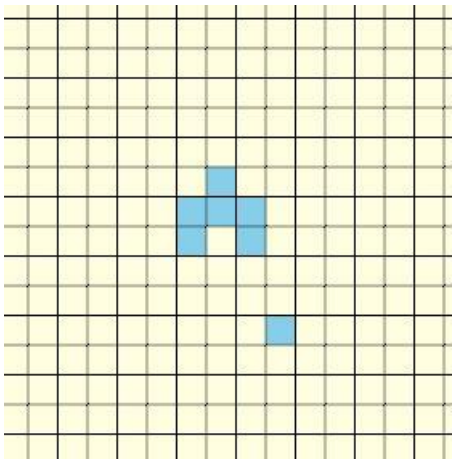
Pattern 3



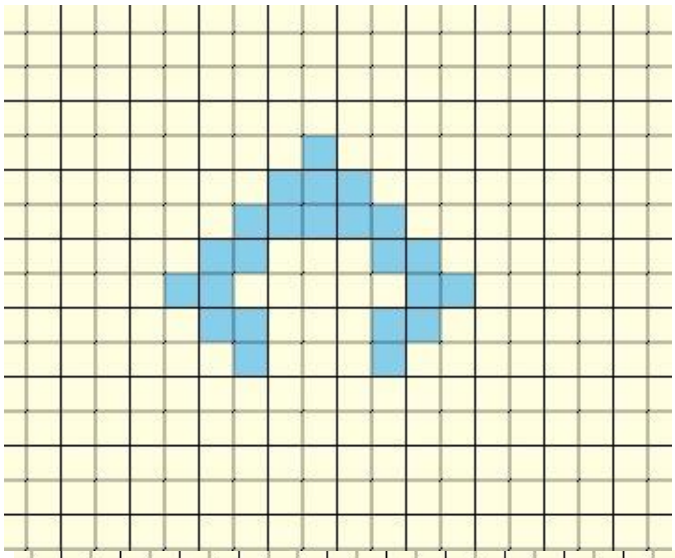
1st generation



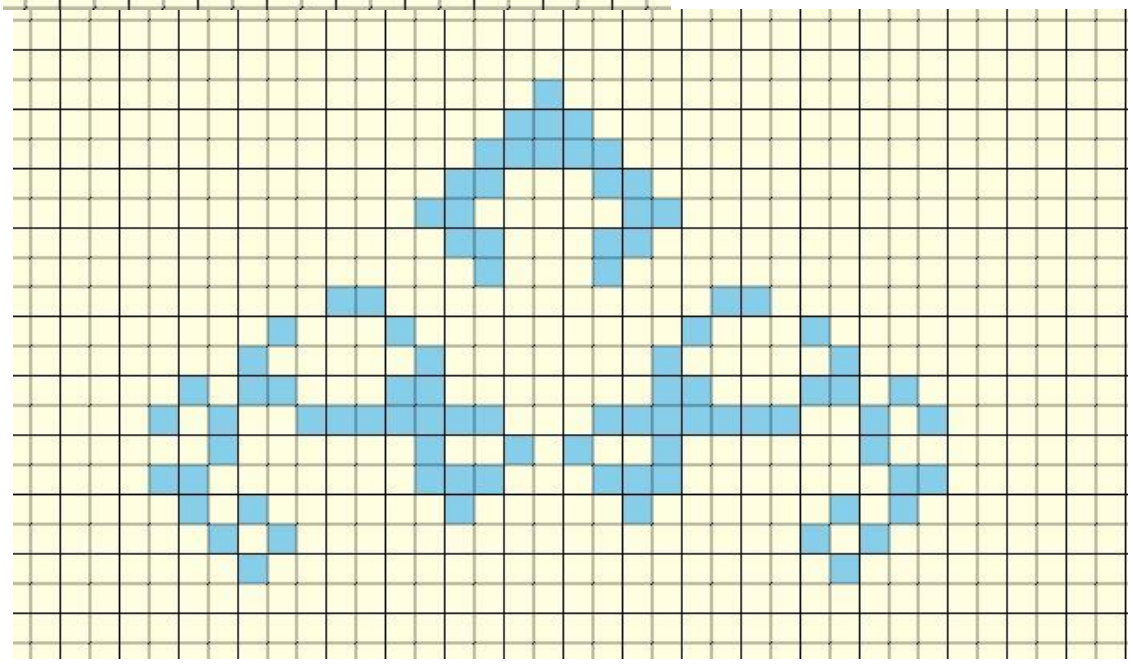
5th generation



10th generation



20th generation



50th generation

- Online code reference
  https://github.com/Tyjoh/GameOfLifeSimulator/blob/7c8249b6532483de9325ed09aff7 b4ba2f01bba3/src/main/java/com/tyjohtech/Simulation.java