

Class	Attributes	Methods
Cell	- state: CellState	- Cell(state: CellState)
		- getState(): CellState
		- setState(state: CellState): void
		- switchState(): void
CellState	Enum: ALIVE, DEAD	
CellView	- x: int	- CellView(x: int, y: int, state: CellState, controller: GameController)
	- y: int	- setState(newState: CellState): void
	- state: CellState	- mouseClicked(e: MouseEvent): void (inner class MouseAdapter)
	- controller: GameController	
GameBoard	- board: Cell[][]	- GameBoard(length: int, width: int)
	- length: int	- initializeBoard(): void
	- width: int	- countLiveNeighbors(x: int, y: int): int
		- computeNextGen(): void
		- resizeBoard(newLength: int, newWidth: int): void
		- resetBoard(): void
		- getCell(x: int, y: int): Cell
		- getCellState(x: int, y: int): CellState
		- setCellState(x: int, y: int, state: CellState): void
GameController	- board: GameBoard	- GameController(view: GameView, board: GameBoard)
	- view: GameView	- startGame(): void
	- timer: Timer	- stopGame(): void
	- generationCount: int	- updateBoard(): void
		- cellClicked(x: int, y: int): void
		- changeBoardSize(length: int, width: int): void

		- resetGame(): void
GameView	- board: GameBoard	- GameView()
	- controller: GameController	- drawBoard(board: GameBoard): void
	- boardPanel: JPanel	- updateCellDisplay(x: int, y: int, state: CellState): void
	- generationLabel: JLabel	- promptBoardSize(): void
	- generationCount: int	- displayGeneration(generation: int): void
		- registerController(controller: GameController): void