```
game::GameOfLife::GameOf
Life< WIDTH, HEIGHT >
          ::Board
            slot
     +
game::GameOfLife::GameOf
 Life< WIDTH, HEIGHT >
     gen
     GameOfLife()
 +
     restart()
 + update()
     get board status()
     init()
     update()
     max()

    min()

     setRandomSeed()
     random()
```