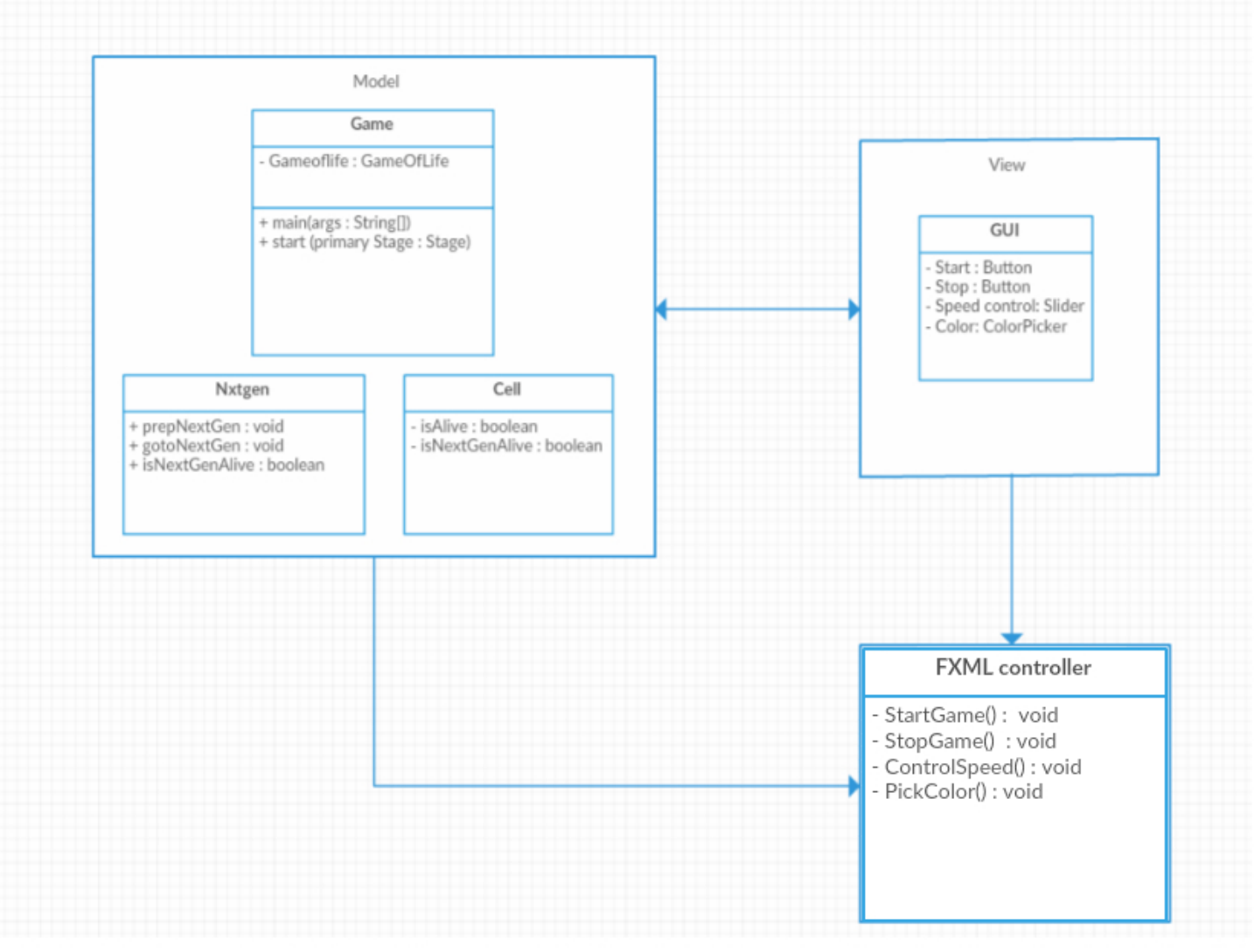
UML Diagram


Model
Game
- Gameoflife : GameOfLife
+ main(args : String[])
+ start (primary Stage : Stage)
Nxtgen
+ prepNextGen : void
+ gotoNextGen : void
+ isNextGenAlive : boolean
Cell
- isAlive : boolean
- isNextGenAlive : boolean
View
GUI
- Start : Button
- Stop : Button
- Speed control: Slider
- Color: ColorPicker
FXML controller
- StartGame() : void
- StopGame() : void
- ControlSpeed() : void
- PickColor() : void