UML Class Diagram for Conway's Game of Life

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Program

~ numRows : int
~ numColumns: int
~ checker: bool
~ primaryArray: Grid

Grid

-mainArray: Cell[,]
-transferArray: Cell[,]
-rows: int
-columns: int
-r: Random

+ Grid(int, int)
+ SetDimensions(int, int)
+ GetRows()
+ GetColumns()
+ PopulateRandom()
+DisplayGrid()
+NextGeneration()

1

1..*

Cell

-status : int
-rowLocation: int
-columnLocation: int
-neighboursStatus: int[]

+ Cell(int, int, int)
+ SetStatus(int)
+ GetStatus()
+ SetRowLocation(int)
+ GetRowLocation()
+ SetColumnLocation(int)
+ GetColumnLocation()
CheckNeighbours(Cell[,], Cel;l[,])
+ GetNeighbourStatus(int, int, Cell[,])
+ LiveOrDie(int)